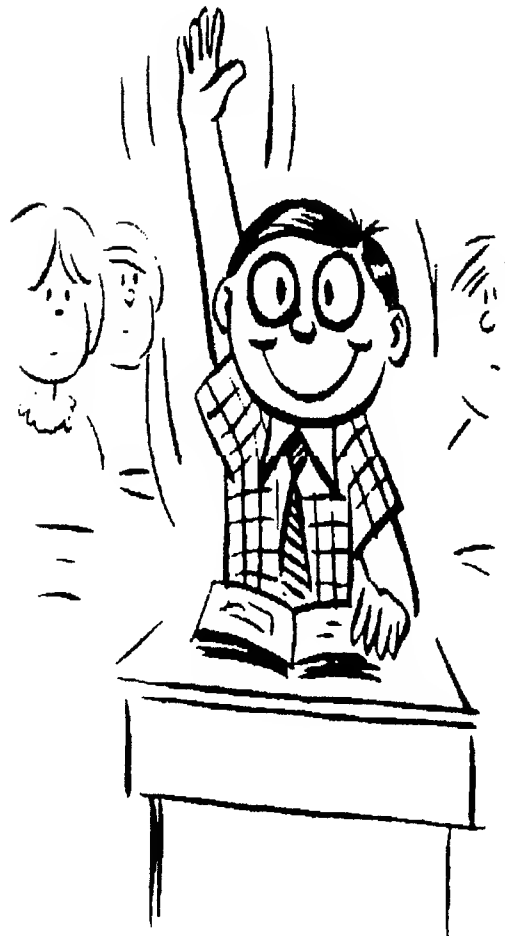


DIPLMACY WORLD

ISSUE 78



Don't Ask Me - Ask Someone Who Knows!
Opening Strategy in Diplomacy

Notes From the Editor and Hobby News

Congratulations on joining us for another issue of Diplomacy World. When I took over as editor I wasn't 100% sure how long I'd be able to stick it out, but here I am with my 5th issue, still going strong. I couldn't have done it without you, the reader, and your support. Pat yourselves on the back, you're doing a great job!

The only negative aspect to this issue, in my humble opinion, is the lack of a letter column and a Foolhardy commentary column. I guess that, although I did get a lot of positive feedback on the last issue, it didn't motivate anyone to voice any specific thoughts or ideas. I'm not complaining, though.

And in the meantime, the Diplomacy hobby trudges on. Fans of Colonial Diplomacy should get themselves a copy of the latest General, Avalon Hill's wargaming magazine. Colonial Dip is the cover story (with 3 articles covering the game). As an added bonus, Tim Hoyt's Diplomacy World article **Sun Tzu and the Art of War** is reprinted for the non-hobby gaming public to read and enjoy. Grab a copy if you can find one, and if not, call Avalon Hill at (800) 999-3222 and subscribe!

Michael Lowrey's first issue of The Zine Register has arrived at last. Overall it is a very good effort. For those of you who don't know, Zine Register is a publication giving detailed information and reviews of every known Diplomacy-related zine in North America, plus a number of zines from Europe and elsewhere. When I was new to this hobby, nothing excited me more than browsing through the Zine Register - it was like a kid going through the old Sears Christmas catalog. You can get a copy from Michael for \$2 in the U.S. and Canada, or for \$4 elsewhere. His address is 6503-D Fourwinds Drive, Charlotte, NC 28212.

In other zine-related news, Eric Ozog has announced the unfortunate news that he is folding his zine Ramblings By Moonlight. Eric hopes to get a final issue out, probably sometime in May. After that he'll run all his games by flyer until they are finished. While he may find time to GM or play on Compuserve, it looks like the end of an era - goodbye to the postal Dip hobby for Eric. Sorry to see you go, Eric! RBM has long been a favorite zine, even if there have been too many baby pictures lately. Hope to see you on Compuserve!

Also joining the ranks of folded zines is Pete Gaughan's immensely popular zine Perelandra. Perelandra has long been regarded as one of, if not the, best zine in the hobby, and certainly the most literary zine around. I believe Perelandra is the only zine ever to have won the Runestone Poll 3 times in a row. Really what the fold came down to was Pete couldn't afford to lose \$100+ every issue - it was not a case of hobby burnout, as Pete now hopes to increase

his Dip activities as a player. Pete is running his remaining games to conclusion by flyer. The folding of Perelandra is a real loss to the hobby, but serves as a clear lesson that we need a constant flow of new blood and new zines to replace the players and zines that inevitably drop out of the hobby.

Now on to some convention news. Two announcements from Brad Wilson. First, **SHORECON IV**, the hobby's only housecon with a beach, will be June 6-13 at 1748 Avalon Ave., Avalon, NJ. You can contact Brad by phone at (610) 296-2253; if you wait until the last minute, you can contact him **during** the housecon at (609) 967-4525. Second, **VERTIGO GAMES X**, the hobby's only housecon with a hot tub, will be August 30-September 2 (Labor Day weekend) at 302 Friendship Drive, Paoli, PA. Don't miss your chance to pelt Jack "The Real Sack" McHugh with water balloons when he's not looking!

Last issue I ran the flyer announcing DipCon at Origins (Columbus, OH over the 4th of July weekend). Now I'd like to remind all of you that AvalonCon (last year's DipCon site) will be held in Baltimore, MD from July 31 to August 4. Not only will this Con include tournaments in Diplomacy and Colonial Diplomacy, but also all of the other Avalon Hill games you've come to know and love over the years. Registration is \$35, and there are no event fees. For information call (800) 999-3222 or write The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. For hotel accommodations, call (800) 228-9290 and ask for the special AvalonCon room rates.

Larry Peery has been working hard distributing current World DipCon news as it happens. The latest notable happening is that the two prior World DipCon champions, Pascal from WDC IV in England and Bruno from WDC V in Paris, **will** be attending. Get those knives good and sharp! Larry has also set up some inexpensive housing (priority will be given to foreign visitors) with OSU. A single room is \$31 per night, shared double \$15.50, and a shared triple or quad \$13.25. Larry describes this housing as "typical modern student housing." There is also a "meal ticket" available for \$58.75 per person, which includes five breakfasts, three lunches, and three dinners spread out over the period from Wednesday the 3rd to Sunday the 7th. If you'd like to get in touch with Larry, do so at WDCVI@aol.com, by mail at 6103 Malcolm Drive, San Diego, CA 92115, by fax at (619) 535-4360, or phone at (619) 582-2904.

Speaking of conventions, I sent about 50 sample copies of Diplomacy World out to various conventions in the past 5 months, hoping to generate some subscriber interest. I think those 50 copies resulted in only 1 or 2 new readers. Even the reprint of Tim Hoyt's article has only generated 2 letters so far. Does anyone have any additional ideas on how to

attract new subscribers for Diplomacy World? If so, I'd love to hear them!

Nominations for this year's Diplomacy Hobby Awards are now being accepted (but hurry - the deadline for nominations is May 30th). The award categories are: **Don Miller Memorial Award** for hobby service, **Rod Walker Award** for literary excellence, **John Koning Memorial Award** for outstanding play of Diplomacy, and a new award - **Fred Hyatt Memorial Award** for excellence in GMing. Send all nominations to: David McCrumb, 3636 Old Town Rd., Shawsville, VA 24162, email dmccrumb@bev.net, fax (540) 268-9877. Further details can be found on a flyer elsewhere in this issue.

Congratulations to the editors of Mach die Spuhl! and Vopalic who have both published their 100th issue! Details can be obtained from Miguel Lambotte, Rue de la Bascule 8, B-4458 Flexhe-Slins, Belgium or through his email address (100337.2036@compuserve.com) for MdS!, and Jean-Pierre

Maulion, 97 Rue Edouard Vaillant, F-49800 Trelaze, France for Vopa.

I guess that about does it for hobby news this issue. Remember, Diplomacy World is only as good as the submissions it receives, and I rely on you readers to supply the bulk of the articles. The posts of Strategy & Tactics Editor and Interview Editor are both vacant - if you have any interest in taking those jobs on please let me know. All they entail is making a commitment to submitting material for publication on a regular basis (at least every 2 issues, hopefully every issue in some cases). Of course, you can submit articles **without** being a contributing editor - on any topic related to Diplomacy. Okay, enough of the begathon.

I'm setting my deadline for submissions for issue #79 as **August 14, 1996**. Of course, there's no reason you have to wait until the last minute - get those articles to me **now!** I'll see you all in three months!

New Blood

The following individuals have expressed an interest in seeing samples of postal Diplomacy zines:

Peter Brown	5684 Ellis Rd., Orchard Park, NY 14127
Scott R. Campbell	513 Park Ave., Elyria, OH 44035
Tom Hastings	500 N. Guadalupe St., #G55, Santa Fe, NM 87501
John Shelton	46 Starling Ct., Richmond, VA 23229-4648

Upcoming Conventions

Some of these conventions may not offer Diplomacy or Colonial Diplomacy tournaments - you should contact the organizers for complete information before making any final travel plans.

May 24 - 26	DixieCon X; Chapel Hill, NC. Info: 2905 20th St. NE, Hickory, NC 28601
May 24 - 27	Great British Games Festival; Brighton, UK. Info: 42 Wynndale, London, E18 1DX, England.
Jun 8 - 10	New South Wales Diplomacy Championships; Sidney, Australia. Info: Harry, (02) 9751538
Jun 28 - 30	EuroDipCon/Arcon; Oslo, Norway. Info: Bolerskrenten 24, N-0691, Oslo, Norway.
Jun 28 - 30	MichCon; Warren, MI. Info: POB 656, Wyandotte, MI 48192; dolphin@oeonline.com
Jul 4 - 7	Origins/DipCon/WorldDipCon; Columbus, OH. Info: POB 1740, Renton, WA 98057; sage@wizards.com

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Subscriptions are four issues for \$10.00 in the US, \$15.00 in the Canada or overseas surface and \$20.00 via overseas air mail. The last issue will appear on your label. All overseas subscribers are urged to use the International Subscription Exchange listed elsewhere in this issue. All subscriptions and address changes should be sent to the Managing Editor listed above. **Make checks and money orders payable to Douglas Kent in US currency.** UK subscribers can purchase Diplomacy World subscriptions directly from Stephen Agar at 79 Florence Rd., Brighton, East Sussex, BN1 6DL. Subscriptions for persons in the UK from Stephen are L7/4 issues - that's more than 40% cheaper than the \$20/4 issues airmail price!

Contributions are welcomed and will earn you one free issue per submission published unless otherwise stated. Persons interested in the vacant positions may contact the managing editor for details or to submit their candidacy or both. The same goes for anyone interested in becoming a columnist or senior writer.

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Driving a Juggernaut

by Stephen Agar

Most postal Diplomacy players come to grips with the concept of the Juggernaut fairly early on in their careers - the notion that a strong Russo-Turkish alliance can just steam-roller over the rest of the board, crushing all beneath their wheels. I suspect that true Juggernauts are far and few between, in that they often break down early in the game if the going gets tough, but the mythology lingers on.

Given that any firm alliance from the outset between any two powers can be very effective in Diplomacy, perhaps it is surprising that a Russo-Turkish alliance should have been honoured with a special name, after all we don't go around describing firm Anglo-French alliances or Russo-Italian alliances as anything in particular. It is true that if Russia and Turkey can reach a true accord then they have a lot of potential because they can control two of the four corner positions on the board, which means that instead of operating on the usual expanding balloon sort of strategy, they can just march across the board in a single line. In particular, co-operation in Austria can reap quick rewards, especially if Italy has been unwise enough to attack Austria as well.

Starting Up the Juggernaut

What are the hallmarks of a Juggernaut? Well, it is never easy to predict the alliance structure on the board from S01 moves, but insofar as S01 moves mean anything I would expect a Juggernaut to feature Russian moves along the lines of F(Sev)-Rum; A(War)-Gal; A(Mos)-Ukr or StP, while Turkey orders A(Con)-Bul; F(Ank)-Con; and A(Smy)Std or moves to Ank. On the other hand a stand-off over the Black Sea doesn't exclude the possibility of a Juggernaut, as Russia and Turkey may want to disguise their close co-operation, though F(Sev)-BLA coupled with A(Mos)-Sev probably does.

The first priority for the Juggernaut must be to crack the collection of SC_s in the Balkans and then release the builds necessary to finance Russian expansion in the north and Turkish expansion in the Mediterranean. Even with a determined and co-ordinated Juggernaut, this can be very difficult if it faces a determined Austro-Italian alliance from the first move. The Juggernaut will be in a better position if Austria opens defensively with F(Tri)-Ven or F(Tri)Std and this would be a good goal for initial diplomacy. Indeed, if you can sow enough distrust between Austria and Italy it may not even be hard to achieve. This immediately prevents a second build for Austria and opens up the possibility of a second build for Turkey. In the autumn the choice will be between using A(War) and A(Ukr) to force Galicia or using A(Ukr/Sev) to move to Rum (the fleet moving to BLA if the intention is to head for the Med. or to Sev if otherwise). No doubt the decision will rest to some degree on Italian intentions. Of course if Russia can persuade Italy to attack

Austria from the beginning of the game and perhaps even seize Galicia in S01 then the Balkan battle will be almost won already. Russia will only get one build unless he can take possession of Gal in S01 or if he can persuade Germany to allow him to take Sweden. Neither of these are easy to accomplish. Turkey is also probably going to be limited to one build unless there is immediate hostilities between Italy and Austria which allow him to take Greece..

The other challenge for the Juggernaut is to eliminate the threat to the stability of the alliance posed by the southern Russian fleet. This will usually be sent into the Mediterranean via Constantinople, or returned to rot in Sevastopol. The former is more risky for the Turks, but is better in the long term, the latter is less risky but always leaves open the possibility of a Russian stab. A final solution is to somehow connive to disband the Russian fleet.

If Italy is exerting no real pressure on Austria after S01 my preference would be to order A(Smy)-Con; A(Bul) S RUSSIAN A(Ukr)-Rum; F(Rum)-BLA; A(War)-Gal. It is probably better to get an army into Rumania with the possibility of striking into the Balkans in 1902 then making a half-hearted attempt to stop Austria from taking Greece (which Turkey) may well capture in 1902, with Russian assistance to cut supports, providing Italy does not support an AUSTRIAN F(Gre). Of course if the Juggernaut is not facing an Austrian F(Alb) or if Russia took Galicia in S01 then other possibilities open up, but putting an army into Rumania must be a priority.

One possibility not yet discussed is that the Juggernaut will use A(Mos) to move to StP in S01, on the basis that this will assist Russian expansion in the north in 1902. It is certainly true that if Russia has the security of knowing that her southern flank is safe then she can afford to send a second unit north, and it will probably not affect the number of builds gained in 1901. The only downside is that it means that Rum will have to be taken by F(Sev), so there can be no supported attack on Ser or Gal in S02. The best plan is probably to send A(Mos) to the Balkans if it is thought likely that Austria and Italy will co-operate, but if an Italian attack on Austria is expected, then there is probably more to be gained by heading north.

Assuming the Juggernaut carves up the Balkans between them a fair split would be Rum/Bud and Vie for the Russians and Bul/Gre and Tri for the Turks, with Serbia up for negotiation (though in my experience it usually goes to Russia). In order to force ION Turkey will need at least three fleets (possibly four if Italy has Tri or Mar as well as Tun), which means building fleets should be a priority if ION is to be taken by 1903/04. Russia will use her gains to build armies in the north and west and possibly a second

northern fleet on StP nc. One reason why Russia often does better out of Juggernauts than Turkey is that her potential for additional builds is so much greater, thanks to the proximity of Scandinavia. Once Turkey has her share of the Balkans she can get no further until she has broken through the ION bottleneck - which is never an easy task - it will usually take at least three fleets and this is not even achievable until A03 at the earliest. As the Juggernaut rolls on it is easy to foresee that Russian can get the momentum to get up to 10 centres by the end of 1904 (Sev, StP, War, Mos, Rum, Vie, Bud, Ser, Swe, Nwy), or possibly more if units are released to attack Germany), whereas Turkey will probably be stuck on 6 or 7. Nevertheless, it is possible that by 1904-1905 the Juggernaut will control over half of the board.

Putting the Brakes On

But it need not be so: any alliance can be stopped. First, it is imperative that any western power suspecting the emergence of a Juggernaut can get Italy on side. If Italy assists (directly or indirectly) with the partition of Austria then she will release the centres that the Juggernaut needs to gain momentum. Even if Italy has attacked Austria from S01, both should be prepared to bury the hatchet if a Juggernaut is on the cards. Of course it may be very hard to persuade Italy of the sense of such a course of action, as Italy no doubt believes that she has a firm alliance with Russia and that they will both move on Turkey once Austria is dealt with - though in practice Russia may be quite content for Turkey and Italy to face each other while Russia seeks gains elsewhere.

If it is too late to do much to prop up Austria, then the only really effective way to hold back the Juggernaut is for either an early resolution to the E/F/G conflict with a firm alliance between the two survivors to hold the Juggernaut back or a three-way E/F/G alliance in which France turns south and puts fleets into the Med. while England and Germany tackle

Scandinavia and central Europe before Russia can acquire the momentum to enable her to thrive. Solid two-way alliances only really prosper when the rest of the board is suspicious of each other and divided - the danger of the Juggernaut for the western powers is that the potential for quick growth if the Balkans falls early on is such that the other powers may not have time to get their act together. However, just holding a Juggernaut back could mean that the game ends up in a four or five way draw as east faces west over the iron curtain and I would guess that this rarely happens. Experience suggests that if a Juggernaut can be stopped, the it will not take long before one side of the Juggernaut decides to attack his ally instead. In cases where Russia has been left with a Black Sea fleet then it is all too easy for Russia to order F(Sev)-BLA and build A(Sev) in an Autumn season. And once one side of a Juggernaut attacks the other, you can be fairly confident that the Juggernaut is gone for good.

One question worth asking about Juggernauts is "What is in it for Turkey?" Good question. Unless the Italian player is an idiot, a Juggernaut is almost certainly going to favour Russia - who will slip the knife in when Turkey is over-stretched and claim an outright win. Similarly, Turkey must be content with second place or he must stab Russia at the optimum moment. Neither player can afford to leave his back door open, so it is not unusual for some sort of perpetual mutual stand-off to be arranged over Rum or BLA to protect both sides.

The Juggernaut remains a fearsome alliance, but not a very fashionable one. It requires mutual trust early on (something Diplomacy players are not very good at), but once established can do very well indeed, because to be stopped the other players have to take a long-term view (something else Diplomacy players are not very good at!).

{Stephen Agar is the Variant Editor for Diplomacy World}

"Caution - Used and Abused"

by Brian Cannon

On September 17, 1862, 85,000 Federal troops under McClellan faced 50,000 Confederate troops from the Army of Northern Virginia under Robert E Lee across a meandering stream outside the small, sleepy village of Sharpsburg, Maryland. The stream was called *Antietam*; the day was the bloodiest 24 Hour period in the American Civil War; and the *Battle of Antietam*, which began five days earlier in a quiet field outside Frederick, Maryland as the last best hope for a quick victory & peace, changed the course of the entire war - *and ended the career of a cautious General*.

Time and again in the game of Diplomacy, an ambitious

General must weigh the decision to attack or defend, to be safe or go for the gusto, to proceed carefully and methodically or go hog wild. While there is no single answer to knowing when to be conservative and when to let it all hang out, from history we can watch as different commanders contemplate caution, learn some of what motivated their decisions, and observe the results. It is my hope that each reader will gain insights from these historical examples - ideas to apply to your Diplomacy play that you may find the sweet reward of victory. Well, at least in games I'm NOT in.

War, like Diplomacy, is more than a battle between faceless

armies, between bunches of plastic or wooden markers, or even between masses of men facing each other with deeds of courage and bravery. When the power of the Roman armies were reported to Hannibal after his crossing of the Alps he is reported to have replied *"What is this parroting of numbers? Give me one look into the mind of Flaminius"* (the Roman Consul). Hannibal understood that war (and this is true of Diplomacy as well) at its heart was a battle between the minds of the commanding Generals.

Major General George Brinton McClellan was a man of contrasts. Only 36 years of age, he was commander of the jewel of the Union armies and believed that it was his destiny to save the Union. Loving the Union and deploring slavery he had no hate in him for the armies he was fighting and earnestly desired the day when South and North would once again stand shoulder to shoulder as brothers. Granted the largest and most powerful army of its time, he remained convinced that General Lee had a larger and more powerful force. Seeking peace, he feared the brutal victory that would alienate the South and prevent a negotiated peace. And above all he was saddled with the belief (shared with the War Department) that his task was also to ensure the safety of Washington. With all these conflicting forces at work in his mind, the Battle of Antietam played itself out.

Antietam was a case of missed opportunities for McClellan and the Union. Having a golden opportunity, with the Discovery of Confederate Special Orders 191 revealing that Lee had split his forces and that the Union army was in position to crush each piece in detail, McClellan hesitated a day before advancing. Federal forces then allowed inferior units to delay them at Crampton's Gap and Turner's Gap while General Lee succeeded in bringing a sizable portion of his army (tho still far less than the whole) together for a stand around the town of Sharpsburg on September 17, 1862.

Some of the worst fighting of the day was around and through Mr. Miller's thriving 40 acre cornfield for possession of the high ground marked by the unprepossessing presence of a Dunker church building. The high ground commanded much of the Confederate defensive position and if it could be taken and held Lee's forces would be driven from the field with no where to go but into a trap between the Potomac River and the victorious Union army. In such a circumstance there can be little doubt that the Army of Northern Virginia would have been taken practically as a whole and with it all of McClellan's hopes and dreams could have been realized: restoration of the Union, a negotiated peace which left slavery untouched, reconciliation with the Southern states, and a hero's crown for the victor and savior of the nation. Within 36 hours Lee's army was retiring across the Potomac, living to fight on, and McClellan was letting him go.

In a series of attacks and counter attacks around the cornfield and along a nearby sunken road two entire Union

Corps and much of a third contested with Confederate units under Stonewall Jackson, D.H. Hill, McLaws; Jubal Early, Hood, & JEB Stuart - and ground themselves into dust. The Southern lines held, it is true, but only by the narrowest of margins. Confederate General Longstreet, even years after the battle, agreed that as few as ten thousand fresh Federal troops could have "swept the defenses and taken Lee's army & all it possessed." Those "ten thousand fresh Federals" were actually available in the Corp of General William Buel Franklin - ready and willing to fight. Unfortunately, Franklin's Corp was also the only remaining organized Federal command on the right side of the Union lines. The risk, if those forces committed to the attack and lost, that the Rebels would flank and sweep the Union position was too great for McClellan to countenance. Franklin's Corp was held back from a solid attack and was only used piecemeal to bolster faltering attacks elsewhere.

Elsewhere it was the same story: heavy fighting, heavy casualties on both sides. Union forces attacking weaker Confederate units in defensive positions, both sides tearing each other to bits, and Lee's lines holding only by grit and determination. A Union attack on the southern end of the line in the afternoon was on the verge of success and was beaten back only by the timely arrival of units from A.P. Hills Division - units which arrived in the nick of time only after making a forced march through the night and morning - units which were worn with weariness but gave their last efforts nonetheless to stop the Union advance. The Union commanders on the front lines realized how thin were the Confederate positions by late afternoon. Word was sent back begging that fresh troops come up for a final attack that would break Lee's army in pieces. Once again, those fresh forces were available: another entire Federal Corp under General Fitz-John Porter, held as a reserve, fresh and ready to go smashing things. For a time it seemed that McClellan might actually approve the attack this time - until, as it is recorded, Porter reminded the commanding General that he "commanded the last reserve of the last army of the Republic" - and the attack was not made - and Lee held his position.

In the end, the battle was ironic. McClellan sought a smashing victory that would end the war on his own terms and crown himself the hero and savior of the Union. Time and again he had that victory within his grasp. But he also wanted to ensure that he would not lose and that Washington would be safe from Rebel forces. And seeking the safe path he lost the smashing win he desired, settling for driving Lee back into Virginia. Because he gained ONLY a tactical victory, the war would go on. Because he gained AT LEAST that victory, however, Lincoln was able to issue the Emancipation Proclamation. And that transformed the war into a struggle to abolish Slavery, a war which precluded a negotiated peace. And that was a war which McClellan simply could not wage. Seven weeks later, McClellan was relieved of his command.

And so a General, with victory in his grasp, allowed the fear of failure to paralyze his tactics and rob him of the glories he sought; and in the end to rob him of his career. May the ambitious Diplomat, in commanding HIS armies, beware of the caution that paralyzes.

In upcoming articles, the study of "Caution - Used and Abused" will continue with other examples from history:

Grant, in "The Wilderness"; Bradley at Mortain, Avranches, and Argentan; Halsey & Nagumo at "Midway"; and more. Stay tuned!

{Brian Cannon, besides being a Diplomacy player of some skill, collects hair samples of famous people for fun and profit.}

Don't Ask Me, Ask Someone Who Knows!

Strategy From the Compuserve Diplomaniacs

Back in 1991, the seven active players ranked highest in the Compuserve Dip Player Ratings were asked to submit opening strategies for one of the seven Dip countries. Now, five years later, the new highest rated players have been asked to do the same thing. What follows are articles on strategies for each of the Dip nations - one article by each of the top seven rated active Dip players on Compuserve.

Opening Strategies for Austria

by Steve Smith

If this were a perfect world you would get to play Austria 14% of the time. Here I on CompuServe I have had the privilege to play it 25% of the time. I have completed 7 games as Austria. More than anyone else here. This does not make me an expert or mean that I even play it well. It simply means that I have a lot of knife wounds. I have been eliminated twice, drew four times, and have won once. Take it for what it is worth.

If you draw the lot of Austria don't panic, don't resign, don't commit suicide and hope to come back as a different country in another life. Austria is actually a very strong country. All you have to do is survive the first couple of years. Once you have done that then you have a fair chance to not only draw but to win.

So how do you survive the first couple of years? Number 1 priority: Do whatever it takes to keep Russia and Turkey from allying. Beg, plead, and even hold their children hostage to ensure a war between these two. Offer to support Rum into Bul and Bul into Rum. Promise Turkey whatever it takes to get him to move to the Black Sea. Sacrifice your fattest calf to whatever god you worship and plea for Smy-Arm. I cannot emphasize enough the importance of eliminating the R/T alliance. Make sure one does not form.

Second priority. Ensure friendship with Italy. Trust Italy. Take him down with you if attacks. Reassure him that you will both die if either attacks the other. This happens to be true about 95% of the time. Do whatever Italy wants. Let him into Trl, Tri (assuming he is only moving through) or support the lepanto. Neither you or Italy can afford a war. Most Italians realize this. Encourage them to read this and the suggestions for the Italian player. AI wars are bad for

both.

You usually have to worry about an attack from Italy when it is played by a new player with little experience. They often don't realize that by attacking you that they are signing their own death warrant.

You don't mind anything which limits Russian success in the north. Even if you ally with Russia against Turkey do what you can to encourage Germany to bounce him out of Swe. Also encourage England to move to Bar in the fall. This helps keep Russian attentions away from you.

Standard openings; F Tri-Alb; A Bud-Ser. These two moves should always be your opening moves. Few others are of any value. Russia owns Rum. Let him have it.

The only question is what to do with Vie. You don't want Russia in Gal. You can keep him out with diplomacy or by moving there yourself. If you move there make sure it is either a prearranged bounce or that you have a very solid alliance with turkey. Gut call. If you feel you can trust Russia to leave gal alone then I recommend Vie-Bud.

What do you do if an RT alliance develops in spite of your best interests? Make sure you and Italy work together. The two of you can stall the RT. It is then up to FEG to come to your rescue. You don't want France coming after Italy because if Italy dies so do you. You want to encourage through diplomacy an attack on Russia in the north. This will in time help you out. Good luck.

{Steve Smith is not the same person as the other Steve Smith.}

Opening Strategies for England

by James Meuller

It takes a special kind of idiot to write an article about opening strategies in Diplomacy for England while currently getting plastered in the early going of a game *as* England. Well, ladies and gentlemen, I AM that idiot!

When I find out I'm going to play England, before learning anything else about the game, my primary concerns are obvious. France and Germany. These are England's big worries.

Oh sure, if Russia chooses a northern approach it can be a major pain, but this is relatively easy to squelch diplomatically. Conjure up southern invasions (real or imagined) and Russia will usually pull his punch. If he doesn't, you have a plethora of allies to choose from to chastise the aggressive Russian. No sensible German will want to see Russian units all along his northern border, and an alliance born out of need is often as good as any other.

So you talk to Russia to make sure you won't be seeing his units headed your way in droves (and prepared the groundwork to wipe him out if you do), what next?

Now it's time to settle down and get into those diplomatic trenches with France and Germany. It's imperative to prevent an F/G against E at all costs. Belgium, for instance, is a nice thing for England to have in 1901. Give that sucker away in a heartbeat if it's the difference between England alone and England with an ally.

If offered a western triple (E/F/G), I accept it with reservations. The major reservation is Germany. If Germany *wants* a triple, that's great. But if E tries to influence him toward it, any competent Germany will smell a rat. Let Germany persuade you, rather than the other way around.

Ultimately, western triples almost invariably bomb. Fortunately for England, it's not the British who get nuked! Germany is almost always the odd man out. But the western triple may be serving a very useful purpose (say, opposing a dangerous Russo-Turkish combination.) England should be constantly weighing the costs and the benefits of this alliance, and trying to be friendly with his allies so that when it's time to consign someone to the ash heap, it ain't England.

Ideally England will have the pick of continental allies between France and Germany. If diplomacy is handled correctly, it's surprising how often this 'ideal' situation arises! How do you choose which one to go with? That's entirely dependent on the character of the players. Personally, I think that it's a dead heat.

I know some players feel that E/F is a stronger alliance, but there are very definite advantages to E/G as well. With an

E/G, in the mid-game (after disposing of France, of course) you have the chance to do some great open- field running in the Med.

If England is trying to move east in an E/F, there is the logistical difficulty of landing enough armies fast enough. France is likely to outstrip England, growth-wise -- not a desirable turn of events!

In an alliance with Germany, as the game progresses, tensions mount because of the geography of the home centers. This makes the alliance a touchier one, but it's mostly to England's advantage since it's far easier to stab Germany than vice versa. When Germany starts building fleets, it's pretty much a dead giveaway what he's thinking. Make sure you have an agreement about the numbers and locations of units, and this alliance can thrive, though. On the subject of opening moves, I don't have a lot to say. I never have any preconceived notions about how I'd like to move. If you get a French player or a German one that you like and trust (to a certain degree, anyway) who is enthusiastic about blitzing the other, by all means go for it! If relations are uncertain, a more cautious approach is required.

As a general rule it's important in the beginning to remember that England's greatest strength is a weakness too. It's true that it's very difficult to invade England, and an active defense can keep the barbarians at bay for quite a while. But that very isolation can lead to a fatal complacency. Why worry about finding allies right away? Plenty of time later, right? Wrong! England can really suffer from a lack of direction in the early part of the game. It's just as important for England to make friends as any other country, perhaps moreso when the reputation of the 'Wicked Witch' is taken into account.

{James Meuller is also not the same person as the other Steve Smiths.}



Opening Strategies for France

by Mike Oliveri

Tom Nash wrote the first Don't Ask article for France, and I have to start mine by recommending that you read his. He did a wonderful job, and it is worth the time. Had I known that he would eventually leave our forum, I would have asked him to do a special issue of Don't Ask where he could have covered all the countries.

But you didn't come here to learn about Tom Nash! You came here to learn about playing France. More specifically, how to open as France. So, let's lay some ground work. France has a lot of options to open. You can play France four or five times in a row and still not have used all of them. And each one is a different game for France. This makes France one of the more interesting and at the same time more challenging countries on the board. With that, I want to ask you, when you first learn that you have France, before the personalities get involved, do you have a plan? Where do your 18 centers come from? That will tell you who your freinds are going to be and who your enemies are going to be. Any variation from this initial count, required by alliances or just the play of the game, will force you to shift your imaginary victory line. Therefore, you want to think about shifts that you can live with, and one's that you don't want to be forced to make. But that can be done in the middle game when you get there, and unless you get swept up by E/G(I), you will get there!

You start with Bre, Par, Mar. That's a given and let's hope that you will not have to shift your victory line that much [g]. Then you add Spa and Por. That is conservative, but usually no one is arguing yet. So, let's add a little spice. I say you also want to lay claim to Bel. That's six, and that is your prefered opening goal. Many player's say that getting six to start is marking yourself for immediate elimination. I don't agree. If your diplomacy skills allow you to get six, then the alliance necessary to get there is in place. The only time you will settle for five is when you can't convince England or Germany to let you have Bel from the start. If that's the case, you still have some dipping to do, but this is where you start. Now comes the hard stuff. In no particular order, you have Edi, Liv, Lon (England), Hol, Kie, Mun, Ber (Germany), and Tun, Nap, Rom, Ven (Italy). That's only seventeen, and as such it is your base for a two way draw. But to win, you will need either Den or Tri. So, who are your friends? Russia, Turkey, and possibly Austria. And who are your enemies? Yep, every last one of them. Your mission is to figure out the order of it, not the who of it!

Keeping that in mind, where will you get help and where will you be forced to go it alone? Italy should be tied up with Turkey. If he wants to open to Trl, all the better. It keeps Germany occupied and seals Italy's fate. If Italy opens anti-Austria, you can let him go, but he will probably have to be your second target. You want to keep Russia in

your camp, and Russia really doesn't care whether it is Italy or France he has to deal with in the end game. But a strong I/R/T against Austria is not all that bad. If things go in an orderly manner, T should be the target of I/R after Austria falls. You just want to make sure that when Italy turns your way, he is rushing to recover from your attack and not the other way around [g]. The tough choice is yet to come. Are you pro-English or pro-German? Remember that you want six if at all possible. So, the openings are dictated by those two factors. Also, keep in mind that you want Russia to help you against your temporary ally, be it England or Germany. If Russia is going to be working I/R/T against Austria, and then I/R against Turkey, you are not getting that help. You have to force Russia away from that plan. The best way to do it is with a strong F/G against England. If you team up with England, Russia and England often get into a stalemate line. That gives you something, but a hot war between Germany and Russia is much more to your liking.

Pro-German/Anti-England Opening

If you are going to do it, do it with a flare. I will discuss a more neutral opening later. But for now, we know where we are going, so let's get there as quickly as we can. The bottom line is that you have an alliance with Germany to take on England together from the get go!

S/01 F Bre-Eng; A Mar-Spa; A Par-Gas.
F/01 F Eng-Bel; A Spa-Por; A Gas-Spa.
Builds: F Bre, F Mar, A Par.

There are better openings if you are willing to settle for five instead of six, but I believe in going for the gusto if the opportunity presents itself. Ideally, you have German support into Bel. He builds one fleet in Kie and you have the upper hand on England. Neither of you need to send more units into the battle. Your combined four fleets should do fine, but if you want to add an army or fleet to the cause, you can. Your armies in Por and Spa move back to the center of your home country. Defense and your second target dictate that you move for Bur and Mar/Gas as soon as you can. The fleet in Mar should stay close to home for the same reasons. If your second target looks like Italy, then you want to try to have Mar open for its second fleet build by F/03. Also, if you do get six in 1901, you may not see anything in 1902.

The corner stone to this, and all of my openings, is that you try to commit a minimum of force to your initial target. You reinforce as needed, but some of your builds should try to stay close to home. Anytime you find yourself sending your first builds in the same direction as your opening, you are creating a void to your rear. A void which will be hard pressed by your neighbor before you are ready to respond.

Pro-English/Anti-German

Because duplicity is the spice of life in this game. Take a look at the above opening, only play it with England in your camp going against the duped German partner. I'm not recommending that as the strongest opening against Germany. I just think it can be fun [g]! Your builds may be a little different, but not necessarily so. You already have a lot of armies to the rear. They just have to get to the front to do some damage. Maybe the order of builds is changed, with A Par first, then F Mar and F Bre. Order of builds can be argued as an indication of intent, and defense (with a reassuring tone) is your right as a strong dip player.

But if you are working with England to hit Germany, it is probably better to be more direct. Try this on for size, again getting England to support you into Bel.

S/01 F Bre-Mid; A Mar-Spa; A Par-Bur.
F/01 F Mid-Spa(sc); A Spa-Por; A Bur-Bel.
Builds: A Par, A Mar, F Bre.

Again, I use my builds primarily to cover my rear and prepare for my second target. But in this case, most of my movement has been away from my primary target. Because of this, I want to get my armies into the game faster than waiting for the army in Por. Also, Germany will be a tough nut to crack even with an active England, so the additional army will probably be needed. The fleet in Spa stays close to Mar, just in case, while the fleet in Bre moves to Mid. The rest is trying to push into Ruh and Mun, while helping England land in Hol.

All Other Openings

If my previous words about duplicity were of interest to you, don't forget to play this opening as an anti-English ploy. You want to build two fleets and one army, and you want the Spa fleet to come back around again, but it works very well. In fact the above anti-German opening is your basic start when you are unsure of where you are going or if you are going to move on Italy first. When you are unsure, you will probably have to settle for five in F/01. That is fine, but try to have the option for six in any case. If you are moving on Italy first, you are playing (hopefully) a Western Triple. In no other case should you choose Italy as your first target. E/G is enough of a problem in 1901. Why would you want to deal with that in 1903 or 1904?

S/01 F Bre-Mid; A Mar-Spa; A Par-Bur or Gas.
F/01 F Mid-Spa(sc); A Spa-Por; A Bur-Bel.
Builds: F Mar, F Bre, A Par.

If you must go for five, you probably must also move to Gas. This is friendlier than the move to Bur, and it is defensive in nature. If you have no pressure from any of your neighbors, you can take Spa and Por with your armies and let the fleet hold. Or you could make a decision on who is going to be your first target. You might as well, it is still the same decision as the one you had last turn. Italy?

Move to Wes. England? Move to Eng. Germany? Move to Bur. Any of these is better than just sitting and waiting for one or more of them to decide for you.

If England or Italy surprise you, your army in Gas can be used to cover Bre or Mar. But if it is only one of them I would be tempted to let one center fall with the intention of getting it back by F/02. If Germany moves into Bur, however, I would cover both Par and Mar, taking a single build gladly. When Germany moves to Bur in S/01, there is little that even the best diplomacy can salvage. Take your lumps by being limited to a single build. But make Germany pay for his decision. Over and over again! Russia should find it an interesting opportunity. The German moves west in 1901. That is expected. The German continues to move west in 1902. That is a void which has to be filled! Sorry for the cliché, but it is an offer that can't be refused because it is an offer that may never be made again.

So, there you have it. Start with one these openings as your base, and vary the diplomacy before you vary the opening. What you will see are all the clever hidden moves for F/01 which can be spun off of each of these S/01 openings. After you have played with them, add some more options by taking a strong anti-English opening by moving into Eng and Pic. You will only get five centers, but the variation should be fun to play. Try a Western Triple, so you can appreciate why French players hate it so! Go ahead, move that army into Pie and see what it gets you. [g]

The point is that France has lots of options, more than anyone else on the board, with the exception of Russia. Then remember that he needs four units at the start of the game to give him his advantage in count. Another nice thing about France is that you really can be stumped and it probably won't hurt you. But try to avoid that by having a plan. Count those eighteen so you know exactly where they are coming from. Then you can respond quickly and with force when Russia, Turkey, or someone else starts to threaten your chosen sphere of influence. And never forget to play the diplomat. After all, it is the name of the game!

{Mike Oliveri is an occasional Diplomacy World contributor, and more importantly, one of my toadies.}



Opening Strategies for Germany

by Bernard I. Finel

Germany is, in my opinion, probably the most interesting country to play. Unlike Italy, Turkey, and England, it has a potential rapid growth path. And only Russia matches Germany in terms of the number and diversity of possible opening strategies. The key to playing Germany is to understand her strengths and weaknesses.

Germany's key strength is a central position which allows for rapid expansion (there are 10 SCs within two moves of Germany's home centers). Another strength is an easily defensible land border in the west and the fact that you can pretty much count on Austria not attacking early across the Barren Zone (Trl, Boh, Sil, Pru).

Germany's central vulnerability is almost always a lack of fleet strength. This plays itself out in two ways. First in the short run, a lot of German players get themselves in trouble by focussing on Den, Bel, and Hol. Since England will almost always hold Nth, a single English fleet can tie up three German units trying to hold those centers. Of course, if you don't tie up those units, you risk being stabbed by England. So rapid expansion on the North Sea periphery is something to be avoided. Better to buy English friendship by supporting him into Bel than demanding it for yourself.

Second, over time, Germany often faces a seaborne threat from either France or England -- whichever has won the naval battle of the Channel -- and a seaborne attack will eventually erode virtually any land-based German position, no matter how large. I think that an E/G alliance is usually going to spell trouble for Germany, especially if England is played by any sort of competent and/or ruthless player (I tend to equal competent with ruthless in a dip player). Simply put, with superior fleet strength England can wage war on Germany with impunity. The solution? Kill England early if possible. But if you can't bring that off, the next best choice is to develop your own fleet strength, or at least threaten to build your own fleet strength unless England agrees to send his fleets off into the Med. F/G is less dangerous because France will often get wrapped up in the Med, and in any case France can build F Mar which, unlike English builds, does not have to move along the German flank to get into combat.

This forms the background for my assessment of German openings:

The Western Triple. Do not join one. In fact, neither France nor Germany have much to gain from a Western Triple. England gets to Stp before Germany gets to Mos, and before France starts taking Italian centers en masse. So, by 1903 England will have a choice of stabbing either France or Germany. Germany usually is the one to get it.

The only time a Western Triple makes any sense is when there is a strong R/T alliance. Even then, you'll likely get killed, but since R/T can sweep the board in any case, you might as well try what you can.

E/G. A decent choice when dealing with a difficult France. Buy English friendship with Bel. Hope that Italy can be made to move to Pie. France is a tough nut even with a concerted E/G. In the long run you probably will need to get rid of England though, so cultivate Russia early. This strategy is risky. If you can't dominate the west before the east gets settled it is easy to get caught with your pants down. And encouraging Russia into Scandinavia can sometimes lead to being attacked by Russian fleets from the north and armies from the east.

F/G. This seems to me to make the most sense. The key, I think, is to make sure France understands the tradeoff of position for centers. I'd be willing to give France a disproportionate percentage of the spoils in exchange for a very limited French fleet presence up north. But if France insists upon keeping fleets in northern waters, then you can't let her also have the centers.

I don't like the other openings -- north into Scandinavia, east into Russia, or southeast into Austria. You just leave yourself too open to attacks from the rear. Some people suggest sending a single unit off to Sil, Boh, or Trl as a bargaining chip. I think that's one of those ideas that sounds great in a strategy article but in practice pisses people off for no good purpose while blunt your offensive strength in your main theater of action. Now, that does not mean you can't threaten or hint at different openings in order to gain diplomatic leverage, but I think Germany is just as well off to play the opening straight.

In short, I think Germany has a lot of potential, but with only three countries in the west, it is imperative to settle the E/F/G triangle early and cleanly. And it is crucial that this settlement, whatever it may be, does not leave you open to an easy seaborne stab.

What you do after the opening depends on what has happened elsewhere on the board. F/G can go a long way. A/G is an interesting alliance and works as long as you can keep a seaborne power on your side until the endgame. G/T works well too. G/R will often run into problems as soon as dividing up Austria gets discussed, although as long as there remains a strong southern third party, Russia can often help guard your flank as you finish in the west.

Some will argue that my focus on seaborne threats is misplaced, that the danger for Germany comes from its central position generally and that the key is to get to the

edge of the board. I think that is valuable advice if possible, but it is the potential inability to strike back against sea power that keeps me up at night. I mean, let's say you take out Russia. Start off E/G, kill France, then as England goes into the Med, you work with Austria in the east. If all goes well, you add Stp, War, and Mos to Hol, Den, Swe and your home centers. If England then attacks you will lose Hol, Den, Stp, and anything in Scandinavia. Your line of defense becomes Kie. Easy pickin' for your former Austrian ally, eh?

Let me add one more point. I think that as a central power it is usually wise to kill off as many other players as possible. "Well, of course," you are all saying, "you always need to kill players to win." Yes, that is true, but I think it

is especially important as a central power. The edge powers can often benefit from keeping lots of minor powers around and squabbling. It keeps things loose enough for them to seize a dominant position and carries few risks. For a central power, it means more countries who might decide to go for your more attainable centers.

So my advice: settle the west, guard against seaborne attack, and kill as many players as possible as quickly as possible. In a fast, ruthless, blitzkrieg game Germany has the advantage.

{Bernard Finel has become feared as one of the better Diplomacy players on Compuserve - watch your back!}

Opening Strategies for Italy

by Mike Morris

Statistics for games on CIS show that Italy has the the least wins, least shared draws and second to most eliminations (next to Austria) of any country. Drawing Italy therefore presents you with a major opportunity to demonstrate your greatness - it will take smooth tongued diplomacy, steel edged strategy and a modicum of luck - but Italy can definately win the game, or at the very least share a two way draw!

Italy is a central power, like Germany, but unlike Germany, Italy has a paucity of centers available. While Germany can reach three neutral centers the first year, Italy can reach only Tunis. Centrality and limited early growth potential are therefore the determining factors of Italy's opening position. Italy is in the middle not only geographically, but also politically. The three western nations (England, France and Germany) can either form a western triple or team up two against the third. The eastern nations (Russia, Austria and Turkey) don't usually form a triple, but quite commonly two will ally against the third. This leaves Italy as the odd man out - not necessary for an early alliance, but also not necessary for any power's aggressive goals. Italy's one available neutral center can be taken without being contested, so an enemy needn't be made for this conquest.

This means that Italy will not often be an early target, often has the luxury of picking sides and can usually change sides fairly easily. The main long term strategic guideline for Italy is flexibility. Along with flexibility, patience is a necessary virtue. Italy is not in a very good position to gain much from an early war. Best to foment peace and bide your time. Of course some aggression is necessary, but it is best kept limited and controlled as much as possible. Italy's chance for greatness will most likely come in the mid-game, when it can be a significant power broker if it has remained viable.

With these principles in mind, peace with France and Germany is very important. Nothing much can be gained from an early attack on either. The necessary commitment of forces north or west leaves you extremely vulnerable to attacks from Austria and Turkey, the attack is very likely to be unsuccessful, and if you are successful you instill fear in Austria and Turkey and become an very attractive rallying point and target!

Keeping the mid game in mind, an alliance with Russia is an important goal. You might perhaps just agree to keep each other informed and wait for the appropriate time to act, maybe 1904 or 1905. Russia can also be an important ally in case Austria (or rarely, Germany) attempts an early blitz. While the novice Russian might enjoy seeing Austria or Germany moving west, the experienced Russian will see the long term potential of an Austria or Germany grown fat with Italian centers.

This leaves Austria or Turkey as early targets - even with a strategy of keeping a low profile you shouldn't just sit still! My preference is an alliance with Austria aiming at Turkey as the target, i.e. a Lepanto. A war with Austria can be successful, but if it isn't, you're dead. Austrians stabbed by Italians are quite often vengeful to the point of suicide. And for the war with Austria to be successful, you will see Turkey and Russia taking large chunks of Austria. Once T/R starts to roll, Italy is the inevitable next target. I would only attack Austria if: 1. the Austrian was demonstrably hostile, and 2. I had a solid agreement I felt I could depend on with either Russia or Turkey to attack the other once Austria was eliminated. All things being equal, Austria is Italy's best early alliance.

An alliance with Austria committed to an attack on Turkey is best pursued via the "Lepanto". The Lepanto opening is named after the "Gulf of Lepanto", which is an old name

for the Gulf of Corinth, and which was the site of a naval battle in 1571 in which the European powers defeated Turkey. (The Gulf of Corinth is the body of water between mainland Greece and the very large peninsula just south of it, the Peloponnisos). The idea therefore is to stop Turkey in its tracks. The moves are:

Sp '01 I: F Nap-Ion; A Rom-Apu.
A: F Tri-Alb; A Bud-Ser.

Fl '01 I: F Ion C A Apu-Tun; A Apu-Tun.
A: F Alb-Gre; A Ser S F Alb-Gre.

Italy builds F Nap.

Sp '02 I: F Ion-Eas; F Nap-Ion.
A: F Gre-Aeg.

In Fall '02 Italy convoys A Tun to Smy if Turkey has been completely blind or totally preoccupied with Russia, or convoys A Tun-Syr, or if F Gre didn't make it to Aeg, forces it. If Turkey built F Smy and bounced Italy in Eas, then Eas is taken. In any case the idea is to land an army on Asia minor ASAP. If Russia is at least neutral, this will work by 1903. If Russia cooperates and challenges Turkey in Bla, the 1902 timetable should hold.

The "disadvantage" of the Lepanto that is usually pointed to is that Italy has its forces strung out across the Med. These are the advantages as well. If Austria proves to be an unreliable ally, if Russia decides he must attack Austria, or if Turkey wants to cut a deal involving an attack on Russia while Italy attacks Austria, the potential for that attack is there. In 1902 F Ion-Aeg, F Tun-Ion will very likely give Italy Gre with Turkey's assistance. I would not advise this, however, unless Austria proved to be demonstrably unreliable. Following the Lepanto through is usually the best course. Italy's cut should be all three Turkish centers (or perhaps only Smy and Con if Russia is included in the deal). Austria gets Bul and of course peace and friendship with Italy!

These are the basic ideas with which I would enter the game as Italy. What you hear from everyone else, and what they subsequently do, will necessarily force modifications. But to begin with, I would of course write all powers early and often! This is even more important with Italy than any other country. Be a conduit of information - provided discreetly! Be everyone's friend (no one is your natural enemy, you can potentially help everyone, so endeavor to do so).

A significant problem for Italy is a western triple (an England, France, Germany alliance). Do what you can to foment suspicion. Try to find out which personalities and gaming styles blend and encourage an alliance between those two against the other. It is not very important which two, just so long as you can encourage two of them to attack the other. Discuss strategies and compare notes with Russia.

He is just as afraid of a western triple as you are. This is a good way to cement a long term alliance with Russia as well as prevent a western triple.

In terms of specific agreements, do whatever you can to put together a non aggression pact with both France and Germany. Try to get Trl and Pie declared DMZs. Stick to it, at least until the mid game, when you are ready to move. You might also agree with France that you will not move a fleet to Tyl if he does not build a fleet in Mar, but that if he does, you will have to station a fleet in Tyl. If France does build a fleet in Mar, you will need to re-evaluate your plans and look at the possibility of a western triple.

Russia is your best potential ally if you are to win the game. You have no reason to be enemies to begin with, and every reason to be friends. Write often and cement the friendship. Coordinate your efforts regarding the western powers as well as Austria and Turkey. If Austria blitzes Russia unexpectedly, seriously consider an attack on Austria. If he is attacking Russia, he will not be able to help you against Turkey. And if he and Turkey are allied, you are the next target.

Try to put together a Lepanto with Austria. Austria is your best early ally, an alliance that will give you the staying power to become a power broker in the mid game. It is very difficult to win as Italy without stabbing Austria, but the stab has to be timed correctly, and usually it is done in conjunction with Russia, around 1905 or so.

Finally, Turkey. Turkey is your greatest threat. Austria risks suicide by attacking you. France has better pastures to plunder. But Turkey, with Austria's concurrence or after Austria's demise, can attack you with impunity. So be friendly with Turkey, learn what you can, encourage him to attack Russia (never Austria), but don't trust him for a minute and keep your knife sharp!

If you have no reason to expect an immediate stab, the best opening moves are: F Nap-Ion, A Rom-Apu; A Ven H. A fleet in Ion sets up the Lepanto, allows you to convoy an army to Tun, and doesn't upset France as F Nap-Tyn would. An army in Apu can support Ven if Austria stabs by moving two units on Ven, and of course can still be convoyed to Tun. A Ven H is seen by some as a weak move, but I think it is preferable to any alternative. A Ven-Pie would upset France considerably, as would A Ven-Trl upset Austria and Germany. And there is no point in moving to Rom or Tus, so hold in Ven and let everyone think you're wishy-washy. It will do you well in the long run.

The early strategy is preferably a Lepanto. If Austria is totally uncooperative, work with Russia. If both Russia and Austria are hostile, work with Turkey. If all three of them are against you, throw yourself on the mercies of France and explain the extreme danger he will be facing soon! In

the mid game, if Russia is a viable power, cooperate with him and stab when the two of you are in position to do so. If England and Germany have beaten up on France so that he is near death, take Mar and cut a deal with one against the other. In any case, remain flexible. You have the potential, if you've survived into the mid game, to side with any other power and help him do well. Make the proper

choice, bide your time, and keep your knife sharp. An Italy with 6 or 7 centers in the mid game has already beaten the statistics. Keep you eye on the prize. With a modicum of luck you'll do very well.

{Mike Morris has been a familiar "face" on Compuserve for quite some time now.}

Opening Strategies for Russia

by Dave Scharf

* Dave's Four Styles of Diplomacy Players *

Before delving into tips specific to the play of Russia, I propose to outline the four broad (and extreme) styles of play into which I tend to categorize Dip players. Ask yourself which group you fall into. Your style of play may well dictate how you play Russia. And, therefore, my thoughts on Russia may simply be irrelevant to you.

(1) The ditherer.

The ditherer believes that constantly waiting to "see the lay of the land" will make him/her a winner. This style of play is conservative in the extreme. It is characterized by a willingness to agree to all sorts of DMZ's and peace treaties (agreements which are generally kept), but a reluctance to actually attack anyone until they are already being assaulted in force by one or more other players. The ditherer is defensive by nature. The thinking is "if nobody ever attacks me, I'll get a few scraps here and there and I'll win." The ditherer will do well in games where a balance of power is maintained over several game years since the ditherer may well accomplish some slow growth.

(2) The terrorist.

The terrorist believes that attack is the only style of play. This style of play is aggressive in the extreme. It is characterized by wanton assaults on neighbours with the intention that others will "join in the cause." Terrorist players depend upon positional play and a swift attack more than they depend on a superior force and a long slow war of attrition in which the force with numerical superiority will ultimately win. Agreements mean nothing to the terrorist. Agreements are made ONLY to secure superior position for the terrorist. He/she will not hesitate to break them. The terrorist will do well in games in filled up with ditherers. In other words, if you have no fear of being attacked by those around you -- then you have free reign to do the attacking.

(3) Methuselah

Methuselah seeks a single long term alliance. This style of play is characterized by an early two way alliance which will be played to a two-way draw. Methuselah never wins because Methuselah doesn't want to. Methuselah considers a draw to be a win. This style of play is characterized by a

willingness to sacrifice one's own interest in favour of the interest of the two power "super country" alliance. Similarly, Methuselah will hold grudges. Stab him/her and then ask for peace and you will NOT get it regardless of the cost to Methuselah. He/she has a long, long term plan and wants to see it through regardless of the ebb and flow of the game. "OK, F/E will get together and trounce Germany, then I will go up against Italy while you attack Russia through the north and that should leave us into a position to attack Austria whilst we keep Turkey confined to the SE corner of the board." The plan is hatched prior to Spring 1901 and will either succeed as is since it will not be changed, or Methuselah will be defeated trying. Methuselah will do well if the other five powers on the board don't see it coming and continue to bicker among themselves whilst the "super country" knocks them off one by one.

(4) The Jack Rabbit

The Jack Rabbit prefers to think in the short term. This style of play is characterized by a player who asks him/herself "What will put me in the best position in the fall of THIS year." Alliances and agreements are intrinsically short term. What agreement can I make now that will facilitate achieving my short term goals? Once the immediate objective is met, a new one is set. "OK, Austria has been eliminated, now on to Italy" (and the completely new set of agreements that need to be made). The Jack Rabbit occasionally stabs ineffectually, tempted by a single centre gain without regard to the long term consequences. The Jack Rabbit will do well in games filled up with Methuselah or ditherers.

* My Style of Play *

I tend to fall somewhere between the Assassin and the Jack Rabbit, especially in the early going. It is my strong desire to come out of the gates really strong. And so, regardless of what country I play, I tend to arrange a strong early alliance bent upon destroying one of my two neighbours. The quicker someone is out, the narrower the field. Similar to a raise in poker... you've got to get some people to fold before their hands catch up to you and beat you. This style, I think, results in early success or an early exit. If you guess right and pick a solid early ally then you are on your

way to eliminating one enemy early and securing an excellent early position for yourself. If not, then you have set your cards upon the table and your two neighbours will certainly be in an excellent position to eliminate you.

Further on this point, I find that a lot of players are not direct enough. They wait to be asked into an alliance and then wait to be asked to do this or that. Generally, my first message to my neighbour is "Do you want to get together and blitz our mutual neighbour?" Often, players accept the first solid offer they receive. So, talk early and make your intentions clear.

Further, if you know your opposition and can place them in one of the classes above then you are at an advantage. If you are Germany for example and you know that France is a Ditherer and England is an Assassin then it should be a fairly easy matter to steer England towards France. France will have replied to England's messages with "show me you're serious about attacking Germany and I will join in." When you reply to England "Let's do it, I will move to Bur in Spring 01 and France will be gone by Fall 02" England is much more likely to accept your offer than France's. Also like poker, knowing your opposition can be an invaluable asset.

*** The Unique Play of Russia ***

*** The Opening ***

Generally, the board divides into F/G/E in the west and R/A/T in the east -- Italy sits somewhere in the middle and can go either way, although other than an early attack on Austria, Italy will not be of much consequence in either realm until Spring 03. Russia, of course, is unique in that she also can play a strong role among the F/G/E triangle due to her position in Scandinavia. In fact, Russia can come into conflict or co-operation with every country on the board save France as early as Fall 01. So, if you are playing Russia, then get busy. Talk to everyone. And talk to them often.

What should you say? The greatest threat to Russia is A/T. So, your first goal should be to ensure that there is no A/T blitz coming. My first step is to write to Austria and ask if he/she would like to blitz Turkey, while also writing to Turkey and ask if he/she would like to blitz Austria. My initial communications are direct and to the point, and hopefully first out of the gates. As I say, the first offer is often accepted. There then will follow a series of negotiations concerning DMZ's and specific moves and the splitting up of centres and so forth. If all goes well, you will be left with a choice "Do I side with Turkey or Austria?" If I know nothing about the other players, I will tend to side with the player that communicates promptly and openly. Lack of communication usually means lack of interest in my plan, or lack of time to devote to the game -- both make for poor allies. Other tactics to lure either A or

T into an alliance include the spreading of false information.

This has, in my opinion, limited success. I tend to believe what I get from the horses' mouth and nothing else. But you are rarely held accountable for little white lies that are passed along second hand. So, for instance, I might tell England that Austria has invited me to attack Turkey and I might tell France that Turkey has invited me to attack Austria. If either of these rumours gets back to either A or T it should help in convincing them to join in my own plans. If you can start that game by avoiding an A/T alliance you are well on your way.

With Italy, I dither. Whether or not I choose R/T or R/A I don't say too much to Italy about my plans until they are plain for all to see. If I am attempting to eliminate Austria with a R/T then I don't want Italy to know that. Italy and Austria talk a lot. They have the only two home supply centres on the board that boarder on another. Each, although Austria more so, is concerned that the other will attempt to slip into a home centre. So, almost no matter what Italy is saying to me, I wait until my moves speak for themselves to really open up honest lines of communication. Italy and Austria talk too much and I don't want Italy tipping my hand to Austria.

In the north, you must talk to Germany about the potential bounce in Swe. It is usually a simple matter to convince Germany not to bounce you in Swe. Likely, Germany has his/her hands full with F/E -- he/she does not want to risk an additional enemy and avoiding conflict with you is almost certainly Germany's best option. Usually, in 1901, the north is routine. Stp-Bot-Swe. In 1902 though, things get dicey.

As of Spring 02, G/E can take Swe from you no questions asked. From there, it's not much of a stretch to take Stp and then the north is open to invasion and you are soon fighting a losing battle. The whole point of your negotiations with the western triumvirate (F/G/E) should be to maintain a balance of power until one of A/T is eliminated and your position is consolidated and defensible. For that reason, when it comes to F/G/E, I am a ditherer. I may well try to sew the seeds of discontent with some rumour and innuendo to keep the F/G/E guessing as to one another's intentions, but as Russia you must take something of a wait and see approach. A F/E alliance is good. Swe will be safe and so, in turn will Stp remain free while you pursue your interests in the south. In fact, I think that a F/E is best for Russia since with the intervention of a single fleet (build F Stp(nc)) you can help Germany out substantially and keep that balance of power going for the foreseeable future with minimal investment of units. A G/F is also not bad. You likely can't do much to help England (although I wouldn't be too anxious to help in her downfall), but that's not a bad thing since England can probably hold off the mauraders long enough for you to settle matters in the east. It is the G/E alliance that spells trouble for Russia. In the first place, they can take Swe in Spring 02

no questions asked and from there they will go on to attack Stp... Mos... etc. So, Diplomacy in the west should be aimed by misinformation and anything else to attempt to avoid a G/E alliance. If it does materialize, you may have to invest substantial assets in the north immediately to stave off the inevitable assault that is coming your way. In Diplomacy, too often, players get caught up in their own plans that they leave preparation for the next challenge until it is too late. If there is a G/E alliance then, as Russia, you WILL be challenged in the north. And, that challenge will come sooner rather than later. You must respond immediately -- even if that leaves your A/T front short a unit or two. Hopefully, in the south, you have developed sufficient steam to continue the attempt to eliminate one of A/T while still sending three units to the north (Swe is already there, a build in Stp and a build in Mos).

So, in short, I open with Russia:

(1) Arranging a solid R/T or R/A alliance bent on destroying the odd one out. If it's R/T, as soon as it is obvious on the board, I encourage Italy to join in -- the bigger the blitz the quicker Austria goes down and the quicker that one of my opponents is gone (now one of SIX of us will win instead of seven).

(2) Attempting to keep G/F/E in a balance of power or confusion, but most importantly I attempt to avoid a G/E alliance. Take Swe.

If it is R/T v A then War-Gal and Mos-Ukr are obvious. Sev is more difficult. I prefer to move to Bla since it is such an essential place. I usually ask Turkey to permit me to go there -- it is the best position even for an attack on Austria. If Turkey is reticent then I suggest an arranged bounce in Bla to open in spring. And in fall, I make a fleet build in Sev conditional on Turkey moving to Bla (ie. If Turkey moves Ank-Bla then build F Sev, otherwise build A Sev).

If it is R/A v. T then Sev-Bla is near essential. Also War-Ukr; Mos-Sev. Obviously, in any case Stp-Bot-Swe is the 1901 moves for that fleet.

First year builds? If there appears to be ANY threat in the north and I mean ANY threat, then F Stp is essential. F Stp(sc) if the trouble is coming from Germany and F Stp(nc) if England is the primary threat. In fact, I make that build almost regardless. Remember, prepare early. You will eventually want to defend yourself in the north, or go on the attack. In either case, another fleet -- if not another two or three will be essential. Start in 1901 if at all possible. Better to ask forgiveness than permission.

* The Middle Game *

I am here assuming that one of A/T has been eliminated and that you have at least held your own in the north. Now the

decision becomes "Do I stick with my original ally, or do I take him/her down next?" Often, this decision is not in your hands. If a strong two-way alliance has emerged in the west then you will pretty well have to stick with your original ally since they are now, or soon will be, coming your way.

In fact, I find that R/T is the strongest alliance on the board.

If the other players do not recognize it and continue to squabble while R/T disassembles Austria then R/T can usually coast to an easy victory by virtue of the fact that their forces will be bolstered by Austrian/Balkan supply centres and in better position to keep the offensive moving west. If you are in a position to do so, keep moving west. Russia, by virtue of her position, is usually in a better position to stab a R/T ally than the other way around. So, keep rolling. Take down your ally when the time comes. In the meantime... eliminate as much opposition as possible.

If you choose to abandon your original ally then there are still many options available to the Russia player. And it is this part of the game that makes Russia a particularly strong country to play. R/I works VERY well in the middle game. Your original ally can now be beaten and you will likely get the lions share over Italy -- again due to your position on the board. In addition, Italy is probably lagging behind you at this point and any opportunity for growth is usually welcomed by an Italian player.

R/E works well against Germany -- a Russia fleet in Bal works wonders.

R/G works well against England. And even R/F by the middle game is very feasible against Germany or England.

One note on stabbing your allies. Don't do it unless you are sure that you will gain sufficient units or advantage to be decisive. In other words, unless you can go on to eliminate the victim, don't stab. I admit that sometimes things don't go your way -- you stab Turkey at the very moment when the rest of the board has woken up and realized that you might win and called off their petty squabbles. But, too many players spoil a good opportunity for a win by stabbing their early game ally too soon and thus allowing the opposition on the other side of the board to get things sorted out and into a superior positional advantage. If there is a country on the board that is in a poor position -- attack. Don't stab your ally for a couple of lousy centres and let Germany get her troops mustered on her eastern frontier.

In short, if you can get to a point where one of R/T has been eliminated and you have yet to be seriously threatened in the north, you ought to win. To stop you, the remaining countries on the board will probably need to call off their own petty squabbles and line up against you. If you take part in a second elimination then you certainly should win. This is, again, a positional advantage of Russia. If you wind up fighting France for instance it is likely that your builds

will get to the front before France's will. And that, once the game does bog down into tactics and attrition, should be sufficient advantage to win.

I have, I admit, said little about specific tactics along the way. I didn't see much value in such a discussion. Tactics tend to be a matter of setting up the board, analyzing the combinations of moves and using a little risk management. "Which move will bring me closer to my goal whilst

risking the least?"

Good luck. Keep looking over your shoulder. Keep your knife sharp. And, if I ever play Russia against you in a game... everything I have here written is all lies.

{Let's all be sure to tell Dave how great his article was, so he'll be motivated enough to keep writing for DW. Okay?}

Don't Ask For Turkey, When You're Hungry - Thoughts On Playing Turkey

by Dirk Fischbach

I. Salem Aleikum

Aleikum Salem, dear Sultan. You have made an excellent choice this morning - Turkey is among the finest powers on the board. Yet, many decadent Europeans do not understand that victory comes in the final battle, not the first, nor do they realize that clever tactics may win a battle but strategy wins the war. That is why one of the early Diplomacy historians, Richard Sharp came to write in "The Game of Diplomacy" about our beloved Ottoman Empire, "I find it claustrophobic, inflexible and frustrating.... A country for tenacious, uncommunicative, unambitious tacticians. Turkey bores me to death." He just did not understand that our forces do not rush to battle before the morning coffee. We often conquer only one country (Bulgaria) in 1901, and perhaps may not gain a single additional dot in the following years. Yet as Mohammed is my witness - any Turkey which survives until 1904 with her three home centers untouched by the infidels has an excellent chance of winning the game. To help us, Allah crafted our beautiful motherland to be a natural fortress, tucked into the Southeastern corner of Europe. While I lead you through your palace, my Sultan, let us share some ancient wisdom about the proper ways of ruling Turkey. During this tale, you will hear of the "Lepanto" and other cruel intrigues against your well-being. You will be told about the "Steamroller" and other paths to excellence, and most importantly, you will learn that the experienced sailor concentrates on the horizon, not on the bow of his ship. Take a moment to consider these brainless bugaboos on the other thrones of Europe. Every child knows that you should not hunt when you are hungry, for then you do not have the patience needed to pursue the ultimate prize. These morons are so eager to rush to the first battle, so focused on winning medals in meaningless struggles that they rarely think about the crown jewel awaiting him who is first to gain 18 dots. Thus I am sure you will not mind my taking you on what seems like a detour but will prove to be the direct way to victory.

II. Turkey: An Eagle's View

You might have already guessed, oh Omnipotent One, Turkey is for strategic minds. That is why so many of its rulers fail. If someone prefers tactics over strategy, likes high stakes gambling, and is more interested in an early 10

than a late 18 dots, they do not have what it takes to play Turkey. I know that you, my Cherished Commander, are different from those stupid Europeans who are so overoptimistic that they book their victory parties even before the first move. You, my dear Sultan, are wise enough to take your time and look at the map. No, not at your neighboring countries, you look at the stalemate lines. That's the name for imaginary but impenetrable lines of defense no enemy can ever force his way through. To give an example, if France holds with F TYS and F Tun it would be difficult for our navy to gain access into the Western Mediterranean Sea. Add a few more units (F LYO, F WMS, F Mar) and our mighty forces could never break through no matter which or how many units we possess. That is known as a stalemate line. You need 18 dots to win and to my knowledge no Turkey ever captured them without sailing into the Western Mediterranean. So just like any good sailor, you should concentrate on the horizon - think about strategies that get you past Sicily, my Ingenious Emperor. The problem is, sailing West usually necessitates eliminating Italy and your Italian fellow knows just as much about Diplomacy as you do. Certainly, Italy is the country most likely to end in the dustbin of Diplomacy history, but in an earlier life your loyal servant has seen such blasphemy as the Union Jack raised in Ankara. You should not take anything for granted in Diplomacy. Let us reconsider stalemate lines, oh Prosperous Pillar of Faith. Other stalemate lines to watch are the Strait of Gibraltar, the Alps south of Munich and the surroundings of St. Petersburg. Jointly they form the key stalemate line dividing the board into seventeen Northwestern dots (including Spa, Mar and StP) and seventeen Southeastern dots (including Warsaw). You need to pass this line somewhere in order to win. Not focusing upon that fact during every single turn of the game, while writing every single letter you send, and when deciding every move, retreat and build will be the main cause of failure. Your home centers are far from the stalemate lines and Turkey's traditional slow start does not help in getting to or even passing through these barriers. Yet, if you succeed, you will be assured of victory. So you are a strategic mastermind, Wisest Potentate Of The Civilized World. You look at the map and ponder over the stalemate lines. What do you see? You will need fleets, fleets, fleets to

rule the Mediterranean (*that* every Sultan seems to see) but unless you decide on the "Steamroller", you also need armies, armies, armies. Look at your two closest neighbors. Austria and Russia. Both are land-locked countries and to capture all of their dots, fleets don't help. Ruling the waves does not gain 18 dots and stalling you in the Ionic Sea is easier than resisting a combined land-sea attack by our mighty forces. So like everything in Allah's wonderfully crafted world, this is a matter of balancing your powers wisely, my Supernal Sultan. The only problem with armies is that Bulgaria is a bottleneck for expansion to the Balkan, and unless you have a fleet in BLA, your expansionist plans will be frustrated more than once. Now, let us enter the war room, and review some dangerous knives pointed at the heart of our nation.

III. Lessons from Lepanto: Ensuring Survival

Our wise men say that Turkey is hard to eliminate. Indeed it takes a determined attack by two of our three neighbors (with the third not rushing to our help) plus a lot of time to break Turkish resistance and take our three dots. That is the benefit of resting in a "safe" corner. Nevertheless there are ways in which deceitful neighbors can take your empire out and preventing these moves should be your primary goal. Years ago, an American infidel named Edi Birsan invented what is now the most famous Diplomacy opening, the "Lepanto" (Hoosier Archives, Nov. 1971). It is not merely an opening, it is a strategic alliance against Turkey. In this scenario Italy and Austria strike a deadly blow to our fortress by placing an Italian expedition corps in Turkey's Syrian Achilles heel: Italy moves F Nap-ION, A Rom-Apu, A Ven H in Spring 1901, F ION C A Apu-Tun, A Ven H in Fall 1901, builds F Nap and attacks Turkey with F ION-EAS, F Nap-ION and F ION C A Tun-Syr, F EAS C A Tun-Syr in 1902. As the Turkish Commander in Chief, you should learn these moves by heart, these constitute the deadliest poison you will ever encounter. Although I hate to descend into tactics already, I must provide you with the antidote to this toxin. The best response is F Ank-Con in Spring, 1901 and a build of F Smy in Winter, 1901 but that would make Turkey vulnerable to a Russian attack. Thus you should leave no doubt from the onset that the Battle of Lepanto took place in 1571, not in 1902 (besides, back then, Spain ruled the Med. afterwards and reduced Italy to an Austrian front yard). Of course Italy will think "this Lepanto stuff must be great if the Sultan is that afraid of it" but fortunately, you are a smart diplomat. Intrigue Italy with the possibilities of easy gains on Austrian soil and you are halfway to victory. We will come back to what one might call the "Anti-Lepanto" defense when I discuss the Opening Moves but first we need to look at the other threat: Russia in Armenia.

IV. Armenian Alternatives: Stabs and Steamrollers

Oh my Keeper of the Right Faith, the most common threat to Turkey is a Russian fleet in the tranquil Black Sea. It constantly puts two of your supply centers at risk. Yet, arranging a demilitarized zone (DMZ) in BLA is like

praying for rain - it fails when you need it. Combined with a Russian A Arm, F BLA grows from a nuisance to a deadly noose. If Austria or Italy join Russia, you are history in the making. Thus it is important to keep Russia out of Armenia. Our strategic council found three ways to achieve that. The first is to move there yourself. This is commonly achieved in the "Russian Attack" (F Ank-BLA, A Smy-Arm) to which we will come back in the "Opening Moves". A word of advice - gaining Sev in 1901 is a rare outcome and the main effect of this opening is to raise Austria's price for cooperation. The second way to keep Russia out of Armenia is a stand-off F Sev-BLA, F Ank-BLA. In Spring 1901, that is a common arrangement between our two nations, but it works just as well later. Yet, in the Fall 1901 Russia will want to use F Sev to take Rum and afterwards few Russians are willing to bind their units in a DMZ arrangement. The third way to keep Russia out of Armenia is to make him your ally. That is the most dreaded alliance on the board and is commonly called "Juggernaut" or "Steamroller." Russia rolls through continental Europe while Turkey rules the Mediterranean coasts. Once established, that alliance is almost impossible to stop and if you and the Russian have agreed upon it, your foremost goal should be to keep it secret as long as possible. The Spring, 1901 standoff over BLA is too common a feature to trick anyone, thus you need at least a Turkish move to BLA in the fall to camouflage your plans. In its purest form, the alliance will result in a "lease" of A Con to Russia while Russia orders F Sev exactly the way you want him to. This often fails because it is difficult to channel the Russian F Sev through Con into the Med without inviting a stab. A pure "Steamroller" starts with A War-Gal, A Mos-Sev, F Sev-BLA, A Con-Bul, F Ank-Con, A Smy-Ank in Spring, 1901 and A Sev S A Bul-Rum, F BLA-Con and F Con-Bul (sc) in Fall, 1901 but these moves are far too obvious and risky to be recommendable. Thus Turkey and Russia usually suffice with bouncing F Sev-BLA and F Ank-BLA and retreating the Russian fleet off the board at the first possible moment. Even a perfect "Steamroller" creates just one little problem for Turkey. It benefits Russia more than our glorious nation. A smart Russia will know this and will hand you dots in the Balkan to keep the two of you at par during your slow crawl through the Med. However, greed tempts most Russians, and unless second place is your goal, they must be stabbed eventually. The only alternative is to slow Russia's expansion down by cooperating with her enemies, which brings me to our next issue: Strategic Alliances.

V. Strategic Alliances: Good Confederates Can't Stab

Turkey has two natural allies - England and Germany. They have the key requisites to be your confederates - common enemies and no opportunity to stab you. England is a corner power like you and her main goal is just like yours - crossing the stalemate line. Central powers sometimes call the two of you the "Wicked Witches" because sitting and scheming in your corners you can jointly spell trouble for everyone else. England can prevent France from stabbing Italy (your chances of reaching the Strait of Gibraltar are

slim once French fleets entered the Med.) and England is one of the few countries likely to go to war with Russia in the early game. An English - Russian dot-fight in Scandinavia is excellent news for you, my Smart Sultan. Unless, sadly, your Russian partner is incompetent enough to lose that battle and permit English armies in Moscow. Germany is not as useful, but a weak Germany makes for a strong Russia, or has France turning South quicker than you would like to see. Thus you should foster the friendship and nurture that ally. France is a nuisance. Getting him to attack Italy is difficult in the early game and may be counter-productive after 1903. He has the annoying tendency to stop England and Germany from doing what you would like them to and there is nothing you have to keep him at bay. Send him friendly letters and use him for spreading rumors but that's about all you can do with France, my Revered Ruler. Among your closer neighbors, a Steamroller with Russia is promising but may be too obvious while any alliance with Austria suffers from the potential two-way battle against Italy and Russia. There have been many heated debates among our nation's wisest generals whether an alliance with Russia or with Austria is more successful. In a "Steamroller," Turkey is the junior partner and usually ends in second place. With Austria it is just the opposite. Turkey tends to be the stronger nation and the one much better suited to stab his ally. That sounds like A-T is preferable but A-R is a forceful alliance while A-T is often countered by an Italian alliance with Russia. To tell you the truth, my Sultan, nobody knows. Both are viable options but in the end it will come down to your judgment. Italy is the only neighboring power that is an unlikely choice as your ally. Both of you need to rule the Mediterranean to prosper and both of you know that you will eventually clash. Italy is a good test of your skills as a diplomat. Offer him nothing, but make him think you are giving him the sun, moon and stars. Best of luck with it, my Witty Wordcrafter, for in this I have little help to offer. A discussion of alliances would not be complete without the coalitions that are potentially harmful to you: A-R and A-I are both dangerous and common, but thanks to your board position, they will need a lot of time and patience to pry you out of the corner. Furthermore, few of these alliances work well over the long run and you should take every opportunity to drive a wedge between them. Be alert but do not fear for your sound sleep, my dear Sultan. To return to a more general view, the perfect game for Turkey sees England fighting Russia, Germany attacking France, and Austria defending against Italy, which leaves you time to pick the dots in your vicinity. Once Turkey reached 7-8 supply centers, our forces will be almost impossible to stop. That should be your medium term diplomatic goal. Let me come back to the initial Richard Sharp quote, my Sultan. A main reason for Turkey's pitiful record are the many "incommunicative" rulers we had. Unless seventh place is your goal, you should write, write, write - every turn at least one letter to every power, probably three or four to even the most distant ruler. With that diligence and your famous penmanship, my Sultan, we should see Turkey excel in this game. Now I

have kept you from the battlefield long enough, Wisest Guard of Ottoman Greatness. Let us rally our troops for the battles to come.

VI. Finally: The Opening

Volumes have been written about other countries' openings. For Turkey it's simple. Army Con-Bul is a must, and beyond that there are merely four sensible options:

1. The Russian Defense: F Ank-BLA, A Smy-Con

Two thirds of all Russians start with F Sev-BLA. Hence arranging for a standoff F Sev-BLA, F Ank-BLA is a common feature of the opening negotiation with Russia. Add A Smy-Con to that and A Bul is safe from Austrian-Russian cooperation in the fall (A Ser S F Rum-Bul). If Russia moved to Gal, you might move A Con-Bul and A Bul-Gre in the fall to keep Austria at one build or even. If Austria is at war with Italy, A Con-Bul and A Bul-Ser (or Gre) might be worth a thought. We are not as overoptimistic as other rulers and thus we know that 95% of the time we will gain nothing but Bulgaria. Another word of caution, my Splendid Sultan. Some Sultans might gamble at the stupidity of their neighbors and try long shots like an unsupported convoy F BLA C A Con-Sev. As Turks we have learned from bitter experience that simple ways are the best. No overly clever moves, no scene stealers, just sound strategy. Please abide by this at all times, my Mature Master.

2. The Russian Attack: F Ank-BLA, A Smy-Arm

Maybe Russia is stupid. Maybe he orders A War-Gal, F StP-BOT, A Mos-StP and F Sev-Rum. Yes, and maybe Austria is stupid, too. Turkey holding Sev and Rum might spell doom to the Habsburg empire, but is that enough reason to break an alliance with such a nice person as you are? A desperate Czar facing your "Russian attack" in the South and English opposition in Scandinavia might offer Austria most of the Balkan while all you can promise is War and Mos if Austria is stupid, Rumania if you are. So why should we even think about this opening? Maybe just because these are the most popular Turkish moves in 1901. You remember that many hungry hunters who do not win the Big Game? This is their choice. If you allow me a personal statement, my Gentle Governor, I found the outcome of the Russian Attack to be often discouraging - the only thing it assures is the eternal hatred of the Russian. It is unlikely that he left Sev exposed enough for you to gain it in the fall. Instead you might force him to build a second fleet in the South and that can only be used against you. This is a prime example for patience being a virtue.

3. The Anti-Lepanto: F Ank-Con, A Smy H

Earlier, I introduced this Edi Birsan and his dreadful "Lepanto" to you, my Charismatic Chief. The only assured antidote against a Lepanto is fleets in AEG and EAS. To get them, you have to open with F Ank-Con, and move F

Con-AEG in the fall. In the spring, A Smy should hold rather than move to Ank. That is an option for the fall if the Russian fleet is in BLA. Stabbing you for Ank in F1901 would then backfire as it left Ank rather than Smy open for building your second fleet. The Anti-Lepanto is pro-Russian, defensive, and might give you a head start in the fleet race to Gibraltar but many would view it as an early warning signal for a "Steamroller." Alerting your neighbors to your cooperation with Russia is not a good idea. You should use all diplomatic means to deflate rumors about your good relation to the Czar. After all, alliances are shifting in the early game and you should try to keep all doors open. Russia for example might have joined Austria in a quest to eliminate you and that could dwarf a Lepanto in comparison. If you chose the Anti-Lepanto and Russia goes to BLA in Spring, 1901, your fall orders should be an announced A Bul-Rum and the threat of F Con-BLA to make sure Russia supports F BLA into Rum.

4. The Pastiche Opening: F Ank-BLA, A Smy H

Much less common than the other moves, this set of orders leaves all options open for your renowned diplomacy, my Sweet-talking Sultan. In the fall you might prepare for the Lepanto with F Ank-Con and A Smy-Ank. If you end up in BLA, you might opt for an attack on Russia with A Bul S F BLA-Rum and A Smy-Arm. If in doubt about the alliances you might buy time with A Smy-Con and F Ank H in the fall. Plenty of alternatives, none of which is too convincing but flexibility comes at a price, my Opulent Ottoman. Of course there are a few other opening moves (e.g. F Ank-Arm, A Smy-Con) but it's hard to think of any circumstance that would make them preferable to one of those named above. Which leaves me with little to add, my Magnificent Monarch. Now it is up to you to lead Turkey to greatness and glory once again. May Allah keep your scimitar sharp and your enemies hungry.

Allah Akabar!

{Dirk Fischbach plays Dip on Compuserve all the way from Europe...but don't hold that against him.}

The Pulp is Past or How I Came to Be the Custodian of the Hoosier Archives and What I Found There.

by Jamie McQuinn

We stepped out of the rented assault vehicle. A quick scan of the compound, through the glare of the morning sun, showed us that there was only one guard on duty. He barked a few epithets, his breath a fine mist in the crisp, cold air. We took him out. The path was clear. The 1st Ohio Volunteer Brigade* stormed the aluminum-clad fortress.

We were the self appointed specialists. Brian "Plastic Pellets" Alden, and me, Jamie "Books" McQuinn. Our mission was clear. A lightening assault and we had liberated an icon of Diplomacy history; the Hoosier Archives. We made a run for the border. After evasive maneuvers, we shook off all pursuit. By the end of the day, we had all eight cabinets stowed in a secret chamber, safely hidden beneath an unassuming suburban colonial facade. Little did anyone in the neighborhood know the secrets buried so near.....

In the Beginning

Walt Buchanan entered the hobby in 1970 and began publishing his first zine, *The Hoosier Archives*, in 1971. One of his purposes was to begin an archive of hobby publications. Walt was also the first publisher of *Diplomacy World*.

Prior to discovering PBM Diplomacy, Walt had experienced the postal chess hobby and he hoped to bring some of the

same organization to Dipdom. He imagined the archives standing as the foundation of a national, and perhaps international Diplomacy association. Well, history has since shown that most attempts at "hobby organization" have failed, but he had a dream.

Inspired by the early archival efforts of Rod Walker, Walt attempted to pick up where he had left off. By publishing and trading, he was able to collect virtually every North American zine being available at that time. With the help of Walker and others, Walt was able to add many pre-1970 zines. By the time personal and scholastic pressures led Walt to gaffiate, the archives contained nearly everything, complete to May of 1978. The cabinets remained in the basement of his home near Indianapolis, gathering cobwebs. Eventually, his academic pursuits (now a college professor) led him away from Indiana and ultimately to Middle Tennessee State University. He had reliable tenants in his old Indiana home, and the archives were safe, but Walt wanted to sell the house and he was not interested in dragging nearly a dozen cabinets and cases to Tennessee. It became clear that it was time to find a new home for the archives.

An Idea is Born

Longtime Dipsters, Buz Eddy and Conrad von Metzke, were aware of the problem. They contacted Pete Gaughan, thinking he would be a reliable person with whom to entrust

the files. Pete, a hobbyist since 1979 and publisher of *Perelandra* since 1982 until its recent fold in 1996 at Issue number 134, was also publisher of *Zine Register* at the time and therefore a defacto archivist. On hearing of the dilemma, Pete volunteered to house the files at his home in California -- as soon as he could afford to buy one. It was estimated that shipping them all the way to the West Coast would cost over one thousand dollars so Pete began soliciting donations for a fund to subsidize the move. Response was mixed but many people thought that saving the archives was a great idea. Some even sent money. Soon Pete had collected over two hundred dollars, but it was clearly not enough. Perhaps those who questioned whether saving the archives was worth the Hobby's time and money were right. That's when the 1st Ohio Volunteer Brigade* got involved.

Contributors to the Fund

Fred C. Davis, Jr.
Robert Stimmel
Lee Kendter, Jr.
Brent McKee
Per Westling
Paul McCarty
Mark Kinney

Buckeyes for Hoosiers

Brian Alden read of Pete's plea in *Diplomacy World*. He offered his Midwest home as temporary shelter for the archives in case they needed to be moved quickly. Brian, a resident of Mason, a suburb of Cincinnati which is not far from Indianapolis, had been in the hobby on and off since he first played the game in 1969. In the Seventies he played postal Diplomacy in Steve Heinowski's *Ter-ran*. Most recently he has resurfaced as one of the primary coordinators of Diplomacy in the America Online computer network service. Over Labor Day Weekend, 1995, Walt was at his Indiana house and invited Brian to "scout" the archives. Walt had never systematically collected United Kingdom zines, but several had come into his possession. Brian's first task was to separate out those zines and ship them to Stephen Agar for including in the U.K. archives as they would be better utilized in their home country.

Eureka!

It was about this time that I became aware of these efforts. I was living in Michigan, but my wife (who has this tendency to drag me to different parts of the Midwest every two to four years) and I were making plans to move to Dayton, Ohio. When I saw Pete's plea in *Diplomacy World* I thought, "Why send all these cabinets to the west coast when I could take care of them right here, less than two hours away from Indianapolis?" I made a tentative offer to Pete to house the archives. Tentative, because we hadn't purchased a house in Dayton yet so I couldn't know if I would have the space (or my wife's blessing).

In the summer of 1995, we started our new jobs. Halina at Grandview Hospital, training Family Practice Residents, and me at the University of Dayton as a reference librarian. Later, after four months of temporary lodgings, and eighteen months of trying to sell our house in Michigan, we bought a home in Oakwood, a suburb of Dayton. This spacious colonial style home had a nice big, dry basement; room for all our junk, and some extra file cabinets. I got the OK from Halina, and I was able to send a green light to Pete, Walt, Brian and the others involved in the discussion. Pete agreed that Dayton would be a better location, and all were pleased to see that a professional librarian was taking an interest in the project.

The Mission

In a bright yellow, Ryder, rental truck, Brian and I set out to bring the files to their new home. We reckoned we'd be done by two in the afternoon, but the whole project took longer than expected. The drive was easy, but we had underestimated how heavy eight filing cabinets full of mimeographed paper can be. Lots of sweat, back strain, and hours later, the last cabinet was safely stowed in my basement. Fortunately, there are no disaster stories about cabinets falling out of the truck and blowing fifteen years of hobby history across Interstate Highway 70. Despite all the work (and none of the glory), Brian and I enjoyed our rescue mission.

Now What?

Since the move I've only had brief opportunities to explore, but what treasures I have found:

- ▶ Issue number one of such classic, and long running zines, as John Boardman's *Graustark*, and Conrad von Metzke's *Costaguana*.
- ▶ More than a drawer-full devoted to publications and proposals by Larry Peery.
- ▶ Not only the back issues, but camera-ready copy for issues of *Diplomacy World*.
- ▶ Back issues of Avalon Hill's war game magazine, *The General*.
- ▶ Files containing Walt's correspondence relating to games he played in, games he GM'd, and to the hobby controversies of his day. There was a letter from Bruce Linsey soliciting articles for his publishers handbook.
- ▶ One file full of conference maps outlining stalemate lines.
- ▶ Cartoon artwork by Mark Verheiden for use as *Hoosier Archive* covers.
- ▶ *Pontevedria* #1 from Rod Walker.
- ▶ An entire drawer devoted to Dungeons and Dragons zines.
- ▶ And, after a lengthy search, the game reports for my first PBM game in Burt LaBelle's *Pellucidar* - 1974. (I am embarrassed to be reminded that I NMR'd out of that game).

I have rejected the suggestion that they be renamed the "Buckeye Archives." After all, I went to the University of Michigan. So, "Hoosier Archives" they remain. Beyond that, I have no solid plans for the future of the files, other than keeping them dry and safe. I have made small inquiries into the possibility that some University archive might be interested in housing this collection, but that idea is still in its infancy. In the meantime I imagine that many people would be interested in reading re-printed articles both here in *Diplomacy World* and in my own zine *Crossing the Rubicon*. Certainly a complete "catalog" of its contents is in order. Fortunately, that job has been made easier by the publication of Jim Meinel's *Encyclopedia of Postal Diplomacy Zines* (1992). If anyone has any ideas or suggestions feel free to send them my way. If anyone is

looking for photocopies of old issues of a specific zine I will try to accommodate them. Meanwhile, those who share an interest in preserving a piece of hobby history can rest assured that the Hoosier Archives will be preserved.

{Jamie McQuinn played PBM Diplomacy for a short time in high school and college, but recently became active again in 1992. Reading, and playing in many fine zines like Perelandra, Maniac's Paradise, and Rambling Way wetted his appetite to publish. First came his award winning subzines, Tralfaz (Blech!) in Cogniscenti and Plausible Paraphernalia in MP. Finally, his own zine, Crossing the Rubicon, made its debut in January of this year. Jamie is not affiliated with any right-wing militia or religious group.}

If it Was Good Enough For Mr. ABC, it's Good Enough For You

By Larry Deery

In a hobby where generations are measured in terms of three years -- which traditionally was how long it took to play a PBM Diplomacy game -- celebrating one's 30th anniversary in the world of Diplomacy is no small feat. To celebrate that event I am writing a series of occasional articles for various hobby publications. Here's my latest effort --- this time focusing on some of the elements that have made each hobby generation different. Keep in mind, however, that after thirty years my peerispective may be a bit different than yours, unless you happen to be Edi Birsan, John Smythe, or Mr. ABC himself!

Back in the earliest days of the game and hobby (e.g. c. 1964-1968) the fad was to write or rewrite The Rules of the Game. This was necessary because there were so many errors of one kind or another in the original Rules published in Calhamer's first version of Diplomacy; and in the first GRI edition. Every player and GM of any importance, and a lot who only thought they were important, had a Rule named after him. Zine houserules were often far longer and more complex than Calhamer's original Rules. Fortunately, a group of hobby rules experts (by their own admission and proclamation) got together and rewrote the official Rules of the game for a new edition. Since then things have been pretty quiet on the Rules front, until somebody comes along and thinks they've found a new "paradox" or a new "loop-hole."

Another big thing back in The First Golden Age (as distinguished from that Dutch Golden Age that came much later) of Diplomacy (c. 1966 - 1968) were variants. There were a few right from the beginning of the hobby. Some of them, for short periods of time, were almost as popular as Calhamer's own game. In time there were to be hundreds of variants covering every period of time and every conceivable place on the globe, and some beyond. Bob Cline's Nine

Man variant solved the problem of what to do about the unequal situation in the Mediterranean. He added two Mediterranean powers, one in the west and one in the east. Rod Walker designed a whole series of variants, called the IMPERIALISM series, and some of them were very fine. The Youngstown Variant was another popular variant during this period. People still design variants, of course, but most of them are just reinventing the wheel, or rediscovering the supply centers of thirty years ago.

The first real brouhaha came with Avalon Hill's switch to plastic pieces and a three piece mapboard. The hobby's sense of esthetics ran right into Avalon Hill's botton line, and guess who won? There was talk for a while of alternate sources for the game's wooden pieces, and foreign editions of the game, which still had the single piece board and wooden pieces, became all the rage. Still, Avalon Hill had learned something, and when it came time to produce another edition of the game they did a "collector's edition" with, surprise, a sort of single piece board, and wooden pieces; and a price seven times higher than Calhamer's original edition!

One thing that did change, although I'm not sure exactly when, was the manner in which pieces (referring to the old wooden block ones) were used to indicate move and support orders. Originally fleets were laid on their skinny side to indicate support. Then suddenly it became fashionable to stand them on their short end. This never seemed too smart to me, but Californians tend to worry about those kinds of things more than other hobbyists. I always called this kind of physical abuse of the pieces Richter Scale Diplomacy. And, amazing as it is to tell, I can remember for a while when the players in FTF games would change the way pieces were placed on the board as soon as someone had placed them in one position or the other, usually while the

other side was raiding the refrigerator! Flying Dutchmen were also a popular element of this period of the hobby.

One element that has had a major effect on Diplomacy play, particularly with the increase in the number of players travelling to play in foreign countries, is the different colors used in different editions of the game. You never knew from country to country, hobby to hobby, or gameboard to gameboard; which colors on the map were which, let alone which color pieces were whose. I remember this had a major affect on my play in Britain back in 1988 and 1989. It usually took until 1903 or for me to remember which color pieces went with which colors on the map, and which Great Power.

Another element that has changed over the generations is the way the mapboard is set up. The original edition was a large board that folded in the middle. Then Avalon Hill came up with a three piece board, each part of which also folded in the middle. Then there was the one piece board that folded in half, and each half folded in half. At least I think I've got that right. However, other people have done other things to the board. One of the smallest boards I have ever seen was a conference map done on a small metal tray with magnetic pieces. Eric Brosius was doing those for a while. Perhaps he still is. Eric's wife, Claire, did a needlepoint board for me that is a real work of art, and on a per square inch basis equal in value to most real estate on the Ginza. The biggest Diplomacy board I ever saw was at Spielefest in Vienna in 1989. Wolfgang Alber, I think it was, created a mapboard using a CAD or somekind of drafting printer that covered a wall and was used to display the results of the Austrian championship game. Another work of art gameboard that I haven't heard of lately showed up at Fredericksburg, VA for a DIPCON. It consisted of two four foot by eight foot panels with a painted gameboard on it.

The pieces were actual silhouettes of real battleships for the various fleets. I hope it has survived! It would be a priceless asset to any hobby Archives!

Perhaps the ultimate combination of board and game was an annual event during the 1980s that may still be going on for all I know up in the northern California area. This game combined with real life was held over an entire weekend at a fancy resort hotel. Each country was played by a team consisting of members of both sexes dressed in appropriate costume. Generals and admirals wore military regalia. Diplomats wore tails or bowlers. Wives and courtesans dressed appropriately. And spies wore dark capes and ...well, you get the idea. The game dragged out over the weekend and included various meals, a banquet, a ball, and plenty of in the corner or in the bedroom negotiating. Sounds like great fun!

Today, of course, the hobby has become too sophisticated for such frivolity. Now the emphasis is on accuracy and

realism, at least when it can work to one's advantage. Most PBM, PBEM, and FTF or Con Tournament gamemasters publish a wide variety of houserules on how their games are going to be run, and then proceed to ignore their own Rules when it becomes necessary or convenient, usually in an effort to keep the games moving along in a reasonable manner, but sometimes for more sinister reasons. It is a common practice at tournaments to have orders read by the players in the game in somekind of rotating order. The person reading the orders does his or her own first, and then reads the other players, usually in somekind of random order. The writer of the orders is usually given the benefit of the doubt when it comes to interpreting writing (by some unnatural law 99.99524% of all Diplomacy players are functionally illiterate), spelling, use of abbreviations, etc. And so it goes. Occasionally things get a bit touchy. I remember my first game at WDC IV in Birmingham. Iain Bowen, the blackguard, had thought it cute to put me and Xavier Blanchot at the same table in the first round. Things went about as you would expect for the first two game years, pretty much as I have described. It then was Xavier's turn to read the orders on a fall turn. The Tournament Rules, which neither I or most of those playing, had seen, let alone read, stated that the players had to specify the country of foreign units being supported; but then gave us neither enough space on the forms or time on the clock for such nonsense. Certainly it wasn't done that way at home! Well, naturally Xavier seized on this as an excuse to disallow one of my orders which, as I recall, perhaps in error, would have cost him or one of his allies a center; I was furious. The tournament director was called in, but that didn't help matters. Xavier only smirked the more and I grew increasingly ballistic. If you know me, or have ever seen me, can you imagine what that was like? Imagine a Killer Tomato Exploding! Well, I was so mad I quit the game in protest. Xavier eventually got his. The other players ganged up on him. The point is, of course, check your orders carefully and follow the Rules of the event.

I am currently involved in yet another generational dispute in the WWPDC event that I am running. The element involved here is the combining of seasons in order to speed up the games. As usual and not at all surprising, the Americans do it one way, the Europeans do it another. I face the interesting situation of an American living in Europe trying to get me to explain the rationale of the American system to the Europeans.

Another element of contention is the use of a "stand" vs. "hold" distinction in dealing with units that were not ordered. This has also caused considerable debate, although it was spilled out in the Rules of the event and in various discussions. I can see the player's point, but that is no reason for me, as the person running the event, to change my Rules. My philosophical basis for my position is simple. When I have gone to great lengths to design an event system that gives the players every chance to avoid NMRing, I see no reason to have to give them a second chance to salvage a

unit that they have NMRed!

Finally, and stay tuned for developments, I think I read somewhere in the tournament Rules for this year's WDC that they are going to allow five minutes to write orders. That might be enough time in 1901, but can you imagine trying to write orders for 17 units in 1914 in five minutes? This is nonsense. The players, I hope, will ignore such a Rule. If not, then shoot the tournament director! Well, no, don't do that; I might be standing behind him, and you might miss!!

So, these are some of the elements that have helped make

this a most interesting thirty years. As you can see for yourself; if I know which edition of the game you prefer; which edition of Diplomacy the person who taught you how to play had; whether you learned to play by reading the Rules, from a single friend, or as part of a group; or whether you are a PBM, PBEM, FTF, Con, or Tournament player; I can easily put you in your place among the hobby's generations. As for me, there is no question --- I'm a true black-dotted, red-blooded, white-haired, yellow-bellied hobby old fart! And proud of it!!

{Larry Peery is a former Diplomacy World publisher, among other accomplishments.}

Open Your Dots and Say Aaaaah --- Mine!

By Larry Peery

We now have confirmation that two previous WDC champions will be attending WDC VI in Columbus in July. They are Pascal Montagna, who won the 1994 event in Birmingham, England; and Bruno-Andre Giraudon, who won the 1995 event in Paris, France.

Although there was some controversy among those in Birmingham about the game that Pascal "won," this should not detract from the fact that he is an outstanding world class Diplomacy player. Bruno, who manages to combine the ability to play well and be a likeable fellow, has won or placed highly in more world class events than just about anyone else. Even if these are the only two Frenchmen at WDC VI, and I don't expect they will be, they will represent the kind of challenge to the American players that the Bismarck and Tirpitz represented to the Royal Navy. How's that for a mixed metaphor?

So, what are we to do? How can we deal with these two cut-throat French Dippers? Is there a weakness there that we can find and use to defeat them? Perhaps. First, of course, we should study their past games to see how they play. Second, we should study their writings to see what they have said about the game and their own play. Alas, we lack records for the first; and unless you can read French you won't be able to read any of Bruno's brilliant writings on Diplomacy. However, I do hope to have copies of both available at the XTRA-DAZ event for those who wish to examine them. Is there another way we can go?

I believe so, but it involves a journey into that largely unknown and mysterious hobby sub-structure of type-casting according to dental records! This has been a major tool in the Italian Diplomacy hobby, where Dip al dente (Diplomacy with plenty of bite), has been the national pastime! It has almost been a historic factor in the Rumanian hobby, where Dip skills and blood types have been linked as far back as that great Dipper, Vlad the Impaler! Obviously success in the Italian hobby requires

superb molars, just as success in the Rumanian hobby requires fantastic incisors. In both hobbies, it's not the taste, but the bite that makes all the difference between success and failure.

Can we apply these techniques and tools to Pascal and Bruno? Definitely. Anyone who has met either or both of them can verify, as will photographs, that these are two very different kinds of Diplomacy players.

Pascal's face, smile, and teeth clearly reveal him to be a wolf-type. El Lobo would be a good nickname for him. His teeth are clearly designed for cutting meat. Here is a Diplomat who will cut and grab and slash and stab! Rudyard Kipling, that superb evaluator of Dip behaviour, portrayed Pascal perfectly in his JUNGLE BOOK stories. Pascal is the perfect incarnation of Cher Khan, the tiger.

Bruno, on the other hand, reveals in his face, smile, and teeth a bear-type. Here is a Dipper who will grab you, swallow you up, and then slowly smash and crush you! Again, Kipling has described him perfectly. Bruno is Baloo the Bear! But don't let that smiling face and cheerful demeanor fool you. Inside there's a bear, barely hiding his fierceness.

As students of dental Diplomacy know, the normal human being has 32 teeth, divided between top and bottom, and left and right sides of the face. In each of the four quadrants are 2 incisors, 1 canine, 2 bicusps, and 3 molars. Diplomats, however, have two extra teeth, known as dot grabbers, which are usually found only in the upper level of the mouth, between the incisors and canines. Not all Diplomacy players have these dot-grabbers, but most world class players do. One strange characteristic noted among Diplomacy players from the Southern United States, and the Carolinas in particular, is that the dot-grabbers are located in the lower

(continued on page 31)

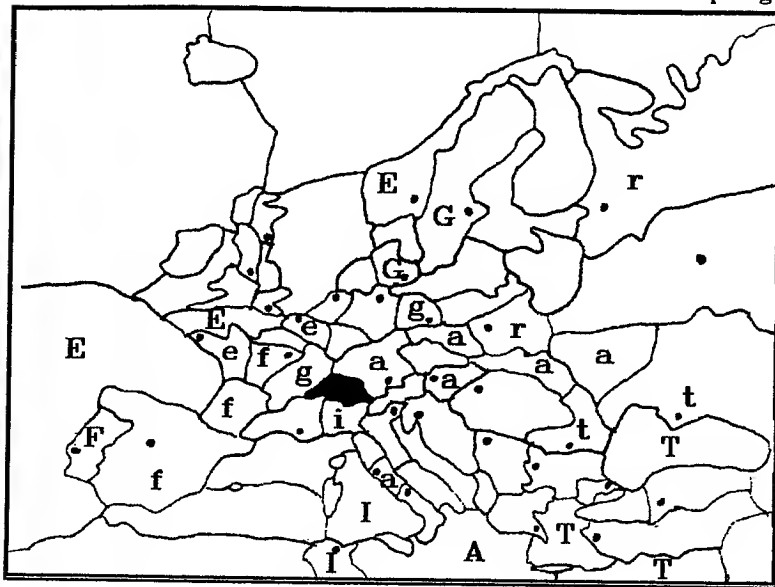
The Diplomacy World Demo Game

Flapjack - 1995HD

The Players:
Austria - Dave Partridge
England - Mike Gonsalves
France - Tom Pasko
Germany - Stephen Koehler
Italy - James McQuinn
Russia - Jerry Ritcey
Turkey - Mark Fassio

The GM: Douglas Kent **The Commentators:** Brian Cannon
Jim Grose
Fred Townsend

Winter 1902/Spring 1903 Results:



Austria: Ret A Gal-Sil, Bld A Bud, A Vie.. A Rom-Ven,
F Ion H, A Bud-Gal, A Vie S A Bud-Gal,
A Sil S A Tyr-Mun, A Tyr-Mun, A Rum-Ukr.
England: Bld A Lon.. A Bre S G. A Gas-Par(NSO),
F Nwy S G. F GoB-Swe, A Lon-Bel,
F Ech C A Lon-Bel, F Mid S A Bre.
France: Bld A Mar.. A Mar-Gas, A Par S A Mar-Gas,
A Spa S A Mar-Gas, F Por-Mid.
Germany: F GoB-Swe, F Den S F GoB-Swe, A Kie-Ber,
A Mun S A Kie-Ber (ret Boh, Ruh, Kie, OTB), A Gas-Bur.
Italy: Rem A Naf.. A Pie-Ven, F Tyn-Rom, F Tun-Ion.
Russia: A Mos S A Ukr-War(NSU), A War-Boh(NSU),
A Ukr-War, F Swe U (ret Bal, Ska, Fin, OTB), A StP U,
A Gal U (ret Boh, OTB).
Turkey: Bld F Smy.. A Arm-Rum, F Bla C A Arm-Rum,
A Sev S A. A Rum-Ukr, F Aeg S A. F Ion, F Smy-Eme.

PRESS

Turkey - Russia: Thanks for going north. The E/G will pose the next threat to the integrity of your country, and we counsel continued defense against them. Good luck.

Austria - Turkey: Nice assist yourself. We Austrians just love to travel and see the world, hope you'll come along.

Turkey - France: We hope you can manage a defense in Iberia and keep the remnant of your country from being overrun. Hold on.

Austria - Germany: Mama always told me not to fight a two front war, so its time to open another one!

Turkey - Austria: The next "growth industry" for the Archduke appears to lie in your goodwill visits to Naples and Warsaw. Can I have all the leftover crumbs, can I, huh?

Fleet Ion - Trieste: Fishing's great, taking six months leave.

Faz - Jamie: It's really a guessing game for you and the Archduke over your provinces. Good luck.

Turkey - England: The speed of your conquests is a source of inspiration for us all! We salute sound play and derring-do. But please, Mike, those fleets: they really needn't come sailing so far south, old chap. We've plenty enough of them ourselves, you see...Good hunting!

Turkey - Germany: With the expected Germanization of SWE, parts of France and Russia, and possibly BEL, my only thoughts are of envy -- wish it was ME with such great growth potential! The world watches the Kaiser's moves with interest.

Spring 1903 Commentary:

GM - This turn began with a minor problem. The Fall 1902 results showed England as having 5 centers, and being able to build 2 units. Actually, he should only have been able to build 1 unit. None of the players caught the error, and England submitted orders to build 2 units in the Winter turn. It wasn't until after the fact that the error was caught. Under typical Diplomacy zine house rules, errors not reported before the following season stand, but this being a Demo game and all England agreed to rescind his order of building F Edi, thereby solving the problem. Some of this season's commentary was written before I mailed the correction out, so I wanted to explain the error and correction so you readers wouldn't be confused.

Brian Cannon - Several items of interest stand out in this season's orders. Austria makes a surprise move on Germany nabbing, at least temporarily, Munich and boldly opening a third front in his battle lines. Russia makes several misorders (supporting moves he didn't make and attempting moves that are impossible) and in the process losing control of BOTH Ukraine & Galicia, not to mention Silesia, all at the same time. And as the western war plods along with no early end in sight, Germany goes ahead with a Spring capture of Sweden, but from Bothnia permitting some troublesome Russian retreats even as A/T Roll forward and expand their battle.

The boldness of the Austrian foray into Munich cannot be underplayed. Opening a front against a third foe (with only Turkey as an ally) may seem foolhardy to some - but it is a move which threatens to break the game wide open ... and in A/T's favor. Consider: In the Italian theater, the simple move of Rome to Venice effectively froze 2/3 of Italy's forces with Turkey's Aegean support guaranteeing control of the Ionian as more Turkish fleets come up. In the fall, Rom sup Ion to Nap while Turkey does Aeg sup EMed to Ion grabs another dot from Italy and will soon provide the means to bring an A/T fleet into the Tyrrhenian leading to the fall of Tunis (along with Venice) in 1904 if the West is unwilling to drop its squabbles and send immediate help.

Russia's misorders give Austria a lock on Warsaw for a second build leading to the quick collapse of the Tsar. Turkey's convoy of an army into Austrian Rumania "could" be the forbearer of a stab - but not yet I think. We'll see with the next season, but it looks to me like a simple evening of forces ... so both Austria & Turkey get a build this year. No doubt, Faz is considering the possibilities of stabbing, but with Austria in Munich and a solid A/T poised to sweep the board if the west isn't very careful (not to mention a secure defensive position against Austrian treachery and good possibilities of future stabs against the Emperor) I would expect A/T to keep their alliance strong for another year or two.

Austria's grabbing of Munich should be temporary.

Germany can retreat to Kiel and use Kiel, Berlin, and Burgundy to retake Munich in the fall. However, if England doesn't move Belgium to Ruhr, Austria can retreat there himself - BEHIND Anglo/German defensive lines! A move that would threaten Holland, Belgium, and Kiel as well as a move into French Burgundy. All while more Austrian units were moving up onto the line.

Also of concern for E/G is that Germany choose to take Sweden this Spring instead of last Fall or this Fall. And also that he took it from the Gulf of Bothnia, instead of from the Baltic. Now Russia is faced with an A/T rolling thru him even as a Germany who SHOULD have been bolstering his defenses against a greater (A/T) threat, instead helps himself to some of the pieces. Russia could choose to retreat to the Baltic and threaten to walk into a German home center or cut a support Germany needs to retake Munich. Why would Russia do this? Being stabbed from the rear by someone you expected support from can often lead to worse acts of revenge than this. We'll have to wait and see what Russia's choice will be, but if I were Germany, now would be a time to do anything and everything possible to try and mend fences with Russia. It may not be possible, but Germany (& England) Need a Russia who is on their side against A/T, or at least is neutral. If Russia decides to take revenge by throwing things to A/T to punish Germany, then I doubt A/T can be stopped much short of the Atlantic and Gibraltar.

On the other hand, do Russia's misorders - using a non-existent Moscow to support a move to Warsaw, attempting an impossible move from Warsaw to Bohemia (did he mean Silesia - which would have saved Munich by cutting a support) - indicate a flagging interest in the game? Or just a temporary distraction due to the pressures of life. I hope the latter. This being a Demo game, I hope Jerry will pick his course and play it out as long as he has pieces to order. If E/F/G get their act together, he may still be a part of helping stop the A/T steamroller.

Three questions beg for answers at this juncture.

(1) Will Faz choose this opportunity to stab Austria or hold the A/T pseudo-juggernaut together for a few more years? - - I expect A/T to continue its alliance as long as good opportunities for joint expansion exist.

(2) Will E/G & France see the coming menace AND patch up their differences so as to stop A/T? If Italy is to be saved and A/T halted short of Gibraltar, E/F must send at least one and probably two fleets to Italy's aid immediately - will they? Will Tom (France) be willing to help stop A/T or will he demand a price that England will be unwilling to pay? - - This is less certain, but it seems unlikely that E/F can generate enough trust fast enough to save Italy. I'd look for Italy to exit the game first as Austro-Turkish fleets race

for Gibraltar - where they will be stopped.

(3) Will Russia allow E/G to solidify a wall in the center against A/T? Will he get anything in return (like return of Sweden) or will he be shortly reduced to only St Pete with little say in his own destiny? Or will he throw caution to the winds and take his revenge by assisting Austria in crunching the German fortifications in the center - saving his fleet for that nefarious purpose? - - - Really up in the air, this one. It depends on the nature of "D"plomacy (with a capital "D") conducted by Austria and Germany (and England & Turkey) toward Russia. We'll all see next season, but if I had to guess, I'd look for Germany to be in deep doo-doo, very quickly.

One final note. Even if A/T roll thru Germany and on toward the Atlantic, don't think the game is over. If Russia is eliminated and A/T dominate the entire continent, don't for get the most minimal of Stalemate lines which Mike (England) would still control. With just his home three dots supporting three fleets in Portugal, MAO, and EngC, he can guard his homeland forever forcing either Austria or Turkey to stab the other for a Solo to end the game - or include England in a 3-way. And if A/T play their game well, England could still find himself the deciding factor in an A/T war and in position to bargain his way into a final draw. It would not surprise me a bit to see an A/T war develop in about 1905 or 1906 as one stabs the other and alliance structures shift, with Mike's England included in the mix.

We've a long way to go in this one!

Jim Grose - Which map was Russia reading? He could next order A Boh-Sil to help Germany retake Mun and protect Ber, but why should he, having just lost Swe to Germany? Austria-Hungary and Turkey usually have difficulty in the coastal region from StP to Kie because they can't get their own fleets up there. Russia should propose to them that if he is left one dot (e.g. Mos) he'll use it to sustain F Bal, which will help Austria-Hungary vs. Germany.

Austria-Hungary's retreat to Sil and subsequent attack on Mun, if not planned, at least demonstrates a good ability to turn a setback into a gain. Watch for A Sil S A Mun-Ber. Germany is probably kicking himself for not having F Bal.

Turkey's capture of Rum was no doubt pre-arranged with Austria-Hungary. Surely the Turkish press to Germany was sarcastic. Turkey and Austria-Hungary have an excellent alliance going. They'll each net one build this fall. Next year Austria-Hungary will support Turkey into Tyn if necessary, so that Turkey can support himself into Tun.

Italy is in his death throes, since Austria-Hungary will take Nap with support this fall followed by Ven next year.

Will England and France wake up, see the big picture and

reconcile? England could keep Bel and Bre but send fleets into the Med while English and French armies occupied Germany. Is England a good enough salesman (and France a sufficiently farsighted strategist) to pull this off? Naturally they should also be urging Austria-Hungary and Turkey to attack each other.

Unless England and France ally promptly the game will soon be between Austria-Hungary and Turkey only. Hopefully at least one of them has plans for a rulebook win, as the game was designed to be played.

Fred Townsend - This turn England has the best of all possible alliances, namely an alliance with the GM. Look closely. England has 6 pieces but only 5 centers. How did this happen? The results for Fall 1902 correctly showed England at 5 centers, but incorrectly showed him building 2, and no one caught the mistake.

Of course our GM did not do this on purpose. I have seen far worse blunders and done some myself. Last year I was playing a 10 center France in a Starwood Gunboat game and had eliminated England. One turn the GM mistyped in my position as being England, building one. In a hurry, I saw nothing amiss, build A London and convoyed it to Belgium. None of the other players noticed, and when I finally realized what had happened the next turn, I merely submitted moves as France and off I went.

So what should be done here? Well, as I am an onlooker, not part of the game, if no player notices, perhaps nothing should be done. And of course there is the possibility that England *did* notice, but saw no reason to help his opponents spot the error (in which case, he won't enjoy these comments). I don't even think he has an obligation to bring it to the GM's attention, although I don't know for sure. Fortunately, neither of England's two builds interacted with enemy pieces, although the army London was convoyed to Belgium.

This being a Demo game I think that England should be required to remove the extra piece immediately, and he should choose between the two he built, namely A Belgium and Fleet North.

Having dealt with the piece that shouldn't have existed, let's move on to the ones that really do exist. However, this was a concept that Russia had trouble grasping as he tried to move two pieces he didn't have. He even tried to move his non-existent Army Warsaw to Bohemia. The other players should clear up his confusion by eliminating him as quickly as possible, although that may not stop him from moving pieces he doesn't have.

The big news then is Austria's capture of Munich. He must be sure of his alliance with Turkey because he has already attacked Italy and Russia and now he has just alienated the last player who could help him if Turkey sticks in the knife.

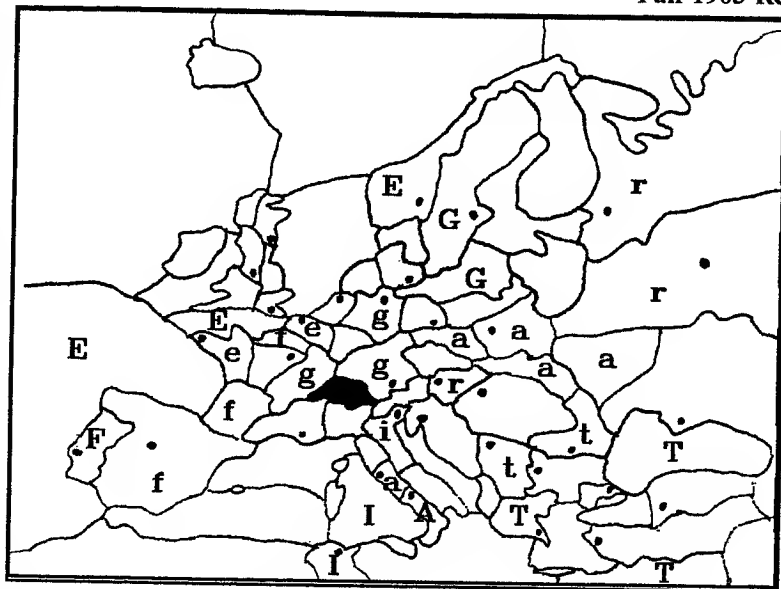
Strangely enough this may save France, as Germany should now use A Burgundy against Munich to prevent Austria from taking both Munich and Berlin. Indeed Germany should now seek a French defensive alliance as long as that doesn't anger England.

Thus, I think Austria has moved too early. By being greedy, he may unite the West against him without being able to hold Munich for very long. And with the Turkish lines of advance mostly blocked by red pieces, Turkey may decide to

turn on an ally who does not have any friends left, although I would wait a turn or two to finish off Russia and Italy, get my pieces into position, and then take several centers in one turn.

Finally up North, our friend England should be getting back the piece he may have to remove by taking Belgium and possibly even Paris. Then he will probably be at 7, building 4, and who knows he may even get away with it.

Fall 1903 Results:



Austria: F Ion-Nap, A Rom S F Ion-Nap, A Vie-Gal, A Gal-War, A Ukr S A Gal-War, ~~A Mun-Ber~~(ret Ruh, Tyr, Boh, OTB), A Sil S A Mun-Ber.
England: A Bre S G. A Bur-Par(NSO), F Ech S A Bre, A Bel H, F Mid-Spa(sc), F Nwy S G. F Swe.
France: F Por-Mid, A Spa-Gas, A Par-Pic, A Gas-Bre.
Germany: Ret A Mun-Kie..A Kie S A Ber-Mun, A Ber-Mun, A Bur S A Ber-Mun, F Swe S E. F Nwy, F Den-Bal.
Italy: A Pie-Ven, F Tyn-Rom, F Tun-Ion.
Russia: Ret A Gal-Boh, F Swe-OTB..A War-Mos, A Boh-Vie, A StP U.
Turkey: A Rum-Ser, A Sev-Rum, F Bla S A Sev-Rum, F Aeg-Gre, F Eme-Ion.

Supply Center Chart

Austria	Bud, Tri, Rom, Nap, War=5
England	Lon, Lvp, Edi, Nwy, Bre, Bel=6
France	Par, Mar, Por, Spa=4
Germany	Kie, Ber, Mun, Hol, Den, Swe=6
Italy	Ven, Tun=2
Russia	Mos, StP, Vie=3
Turkey	Con, Smy, Ank, Bul, Sev, Rum, Ser, Gre=8

Remove 2
 Build 1 (Really!)
 Even
 Build 1
 Remove 1
 Even
 Build 3

PRESS

Con - Vie: I have a long missive to the GM in my monthly move diary, and hopefully Doug can open up "my archives" after the game to show all the agonizingly long-winded reasons why I stabbed. In the abbreviated version, here's why: if we're allies, we're allies. It shouldn't be you "up" by 2-3- centers just because you don't reust me (the self-fulfilling prophesy comes true)! You're probably the best player on the board, and certainly the most communicative. To allow you to probably game MUN, NAP and WAR and go to 10 while I get the "scrap" of RUM and be under by 3-4 centers is just a bit much. Pride aside (and I have very little of that), you're in the more commanding position, both against (former) enemies or to turn back at me. I prefer to "level the playing field" and see where this move takes me (probably to an early grave)! I just respect and fear you too much to be happy as the junior partner in this sweeping alliance, Dave; you're *that* good.

Germany - GM: You got South Africa for giving me Germany!

GM - Germany: Excuses, excuses. You don't like Germany? Maybe you and Tom can swap positions.

Tur - Ita: All former bets are off. I offer you help in reclaiming Italy.

Vie - Par: Okay on the first two. Let's wait a year and see what happens before deciding on the third.

Tur - Rus: I told you last postcard that I wasn't going after Moscow, and I meant it. You can ally now with the upset Austrian and come after me (SEV); you can use the forces to defend your northern rump state vs E/G and A; or you can assist me in cleaning the Viennese Red Menace from your homeland. Just write and tell me what you're thinking, is all I ask!!

Vie - Ven: It is with great anticipation that our sailors prepare for their liberty in your beautiful port of Naples. We've heard such wonderful rumors about the cooking, the architecture and the people, we only hope they're all true.

Tur - Eng: Take the hint, Mikel you're in commanding lead in the West. How's about a letter or two and have us reassess the board, hmmm??

Vie - Recalled North Sea Fleet: You are a gentleman sir, or perhaps it was just that you heard about the exorbitant interest that Whining Pig Enterprises charges on those loans?

Tur - Ger: This should take the heat off you, Kaiser! Nothing owed me in return -- your simple smile of gratitude will suffice. Well, maybe some support in mid-game, too....

Tur - Fra: Don't know what this move does to your fortunes, Tom. It may allow quicker dismemberment of you by an unrestrained E/G, or it may propel them to a better agreement with you now that the board's changed. Frankly, though, I don't lose much sleep over it, given that your non-correspondence doesn't allow any two-way dialogue. Good luck.

Fall 1902 Commentary:

Brian Cannon - Pardon me a moment while I wipe some of the Egg-Foo-Yong off my face. Turkey *Did* stab Austria and chuck the A/T Steamroller that was in the offing. Faz states in his press that he was concerned (fearful) of the Austrian 2-center advantage and of Dave Partridge's skill as a player. It will be interesting to hear (if Dave & Faz will accommodate us in the EOG statements) whether Dave belied his Faz-bestowed "good player" title by demanding too much from the alliance or whether Faz has made other arrangements and just wanted a justification for stabbing. Either way, the stab was a Gold-Plated Doosey !! And with a flourish I doff my hat and bow low to Faz in admiration for his masterful setup!!

Turkey is now, obviously, the major player in the East, but there remain some interesting possibilities to watch for. Austria is totally out of position and his fate now lies in the hands of Russia & Italy (both of whom he has recently slipped a dagger into). Will he find a way of convincing Russia and/or Italy to band together to stop Turkey from eating them all for lunch? It will be a major accomplishment of diplomacy if he can. With Italy there may be some possibilities. Austria could remove his units in Rome & Naples hoping that Italy will let him live long enough to see Turkey stopped (if possible). The alternative could be a threat to keep those units and hold Italy at 2 units while Turkey takes the Austrian homeland, leaving no real resistance to Turkey sweeping the Italian boot as well. With Russia, a possibility may be for Austria to support Russia back into Sev and not take Moscow from him while Vienna supports Galicia back to Budapest. The problem is the real risk that E/G will take St. Pete in the process and leave Russia with no builds and his rear naked to an E/G advance. And, of course, there is the recent Austrian Stabs of both

Italy & Russia to argue against trust. More than likely, Faz will soon have control of the East - but then wither?

The other big recipient of the Turkish stab is Germany and the apparent E/G alliance. With A/T broken, there appears to be no further need for E/G to reach an accommodation with France (if that was even being considered). E/G now have it within their power to pull Belgium to Picardy, take Paris, slip English fleets into the Med and go after France from all four sides. Depending on the Austrian removals, Germany may even be able to begin moving into the Austrian theater (Tyrolia, Bohemia) which can be crucial if E/G begin rolling and the East tries to stalemate them.

At the moment E/G is a nicely balanced alliance. It would not be difficult for them to soon begin a division of the board into regions of influence. Germany could take the North-east (ultimately Scandinavia, the Lowlands, and a line East from Switzerland) while England took the South-west (France and the fleet movement into the Med). That division (with 8 or 9 dots apiece and good fields for growth) is only one possible split but is well within reach, presents good security to each partner with few stab opportunities, and suggests the possibility of a long-term E/G alliance facing down Turkey and the East. Of course, Faz will be writing voraciously to both Germany and especially England to make other arrangements. The resolution of this situation is sure to be interesting.

Jim Grose - I give up trying to predict the winner because I honestly believe that Turkey's stab means anyone could still win. Granted, Italy and Russia are long shots, but a little correspondence can do wonders.

I would sincerely like to play with Mark Fassio (Turkey) some time. He knows how to form a solid alliance and stick with it for several turns but is not afraid to stab his ally when the time is right. He also understands the importance in trying to maintain a dialogue with all the other players.

Italy's moves made no sense unless he expected A-H A Rom-Nap. A better move would have been F Tyn S F Tun-Ion. Failing that, on the assumption that Austria-Hungary was attacking both Ven and Nap unsupported, he could have tried F Tyn-Nap. What Italy should do next is accept Turkey's invitation and coordinate attacks with him and Russia's against Austria-Hungary.

Russia should also accept Turkey's invitation - if he can be bothered to write. He has a real challenge if he wants to defend StP from England and Germany although the fact that he faces three fleets and no armies means he could lose StP and still survive. He might try persuading England to stab Germany after capturing StP. His A Vie could be a real headache for Austria-Hungary.

What was Austria-Hungary thinking when he left Vie wide open? Perhaps because of our GM's map format (where retreating units temporarily disappear) he was unaware of Rus A Boh. Sloppy play! Like Turkey he should be negotiating alliances with his former Italian and Russian enemies. To Italy he could offer to remove A Rom, support Italian F Tun-Ion and, while supporting Italian F Ion, allowing F Tyn-Rom in the fall, all provided Italy first removes A Ven (and its threat to Tri). With Russia he could try to work out a deal to swap War for Vie. Unless Austria-Hungary takes quick, decisive action on the diplomatic front, he's toast!

My first reaction on regarding England's moves was to wonder why he ordered A Bel hold rather than A Bel S Ger A Bur. The answer is that if France had mounted a supported attack on Bur, Germany and England would have wanted it to succeed so that Germany could retreat to Par or Mar.

France received bad news with the Turkish stab of Austria-Hungary since this gives England and Germany the extra time they need to dispose of him. Give France credit for taking risks. No doubt he expected to bounce Eng A Bel-Pic while cutting Eng A Bre S Ger A Bur-Par (England expected that German move too!). France can't survive alone forever and, with Russia, should be mounting a coordinated disinformation campaign to break up the Anglo-German alliance.

Austria-Hungary and Germany could reconcile and, if necessary, ally versus Russia and/or Italy. Austria-Hungary should use the mere threat of this in his dealings with Russia and Italy.

On the other hand, Germany can now counter-attack Austria-

Hungary - or ignore the south and east. A very fluid situation!

So, one stab has opened up quite a few opportunities. How many of them will be squandered through silence?

Open Your Dots... (continued from page 25)

level of the mouth. This can be easily seen by their customary use of the expression "Y'all" instead of "You all."

Researchers at the National Diplomacy Institute in Truth or Consequences, NM, are conducting studies based on research suggesting that each tooth in the Diplomat corresponds to one of the 34 supply centers found on the traditional Diplomacy board. A report on their research may be available at WDC VI.

What does this knowledge and research tell us?

In Pascal's case the secret to dealing with him is the same as in dealing with any other large cat. Use the element of surprise and carry a lot of floss! The element of surprise and floss imply the ability to lay a trap for the cat. It must be carefully prepared, of course, and the timing of it must be perfect. But if you can fashion a lasso of dental floss and lure Pascal into it, you should have him!

Dealing with Bruno, on the other hand, requires a different tactic. Here, the brush is preferred to flossing. The idea is to beat around the brush, keeping the bear off his balance, not knowing what to expect. The *rondez-vous* and *tet-a-tet* become a ritual dance around the dot, that leaves the bear breathless and disoriented. Your only hope with a bear is to catch him off his balance. And then, at that moment, you strike!

Just remember, however, in dealing with these Frenchmen to keep your ass covered, and preferably out of range of their teeth. Oh yes, if these suggestions don't work, just try an occasional "Rivet!" with Pascal, and throw out a reference to the Minnesota Vikings whenever Bruno starts to look serious. That always works! I know.

{Larry Peery is a driving force behind the success of World DipCon and contact between the various national Diplomacy hobbies.}



19 April 1996

TO: All Diplomacy Hobby Members
FROM: Dave McCrumb, Awards Chairman
SUBJECT: Diplomacy Hobby Award Nominations
DEADLINE: 30 May 1996

I would like to take this opportunity to request nominations for the Diplomacy Hobby Awards. These Awards are designed to recognize those individuals who have contributed to our hobby during the past year. This is an excellent opportunity for you to show your appreciation for someone that has helped to increase your enjoyment of this hobby. All it takes is a few minutes of your time, but the recognition received by the nominee will be greatly appreciated.

Nominations are being requested for the following awards: (Listing the reason for the nomination will help the nominating committee during their selection process. For the Walker Award, a copy of the article should also be included.)

Don Miller Memorial Award for hobby service. This is normally considered the most prestigious award. Past recipients have included some of the hobby's most distinguished members. The recipient should be one who has made a major contribution to the hobby in the past year.

Rod Walker Award for literary excellence. Designed to recognize the best article written and published within the past year, this award may be given for an individual or collaborative work.

John Koning Memorial Award for outstanding play of Diplomacy. This may be for PBM, PBEM, ftf, or tournament play during the past year.

Fred Hyatt Memorial Award for excellence in GMing. This is the first year for this award and is named after one of the best and most respected GMs that the Diplomacy Hobby has ever produced. For this year only, a person may be nominated for their GMing excellence over the past ten years. The only stipulation is that the nominee must be a current GM in the Diplomacy Hobby.

Send all nominations to: David McCrumb, 3636 Oldtown Road, Shawsville, Virginia 24162 USA
e-mail: dmccrumb@bev.net FAX: 540-268-9877

Nominations in each category will be screened by a committee to reduce the list to five finalists in each category. These five finalists will then be presented to the Diplomacy hobby, with votes being solicited from each hobby member in each category. The announcement of the winners has not been arranged yet, but may be at AvalonCon. The lateness of the opening of nominations this year was due to me having some health problems during the winter.

Thank you for your support.

Demonstration "Railway Rivals" Game (1064CT)

Results for Rounds 6 and 7

May 4, 1996

If you're just joining us, a word of explanation. This feature is meant to explain the game "Railway Rivals" to those who have never played. Follow the results and commentary, and you may decide to sign up for a game yourself. We "Rivals" fans would love to have you! If you have questions, please send them to me (Eric Brosius, 41 Hayward St., Milford MA 01757.) "Railway Rivals" is invented and marketed by David Watts ("Rostherne", 102 Priory Rd., Milford Haven, Dyfed UK SA73 2ED,) and is played in many zines.

Comments before Round 6. These comments are based on the game board as it appeared after Round 5 (see *Diplomacy World* 77.) The die rolls for Round 6 were 3-4-4. Read the comments, look at the map, and guess along with the players. Enjoy!

Tony Robbins. Just a few missing links to build this time: continue to Oxford (or as near as possible,) E-W link to the NE corner, and to Windsor. I ignored Newbury for now. I would have liked to build more in the NW (from the east or south) but there aren't enough build points to do everything—there never are!

Looking to the races, although my track is not what I envisaged at the start—more as the result of opportunity than of planning—it does have some good coverage and some links where there's no competition. Though a bit thin in sectors 30s/40s/specials, it may give opportunities for joint runs or XRPs.

Builds in the next few rounds: either to more 30s/40s/specials, to Newbury, or to the NW corner; it will depend on which destinations come up in Round 7. It's too early to predict the final outcome—Mike's position looks solid, but his coverage is not so good outside his main corridors; Conrad's expanding in a number of directions; I'm not sure where Jim's next move will be—he could surprise us (as could the races!)

Mike Morris. I've been overlooking the southern route, and decided to build it on the final round before the races. DULL would be my only competition for races to Windsor and Maidenhead, so it is worth the investment. I am betting on DULL building to Windsor from C18 rather than from Maidenhead, since this is a better connection to London. If he builds from Maidenhead, I'll pay a sizable fee. It's nice to be set up for as many races as possible when the first round of races comes up, and this gives me a potential 12 more (actually 18, since I could also race from London to Reading, though I have to pay 5 to DULL.)

James Goode. What is Conrad doing? First we compete through the middle of the map, and now he follows me up to Stevenage! Of course, he may actually be doing us a favor. The NE is much less attractive to our rivals now, which should help compensate for our lack of connections in the SW.

Round 6

January 1, 1996

Red—Dunstable, Umpolozi & Luton Lines (DULL)

Tony Robbins—Lincoln House, Creaton Rd., Hollowell, Northants, UK NN6 8RP tony.robbs@brookes.ac.uk

6a: (I3)—L4.

[1→COX | L4]

6b: (C18)—**Windsor**.

6c: (C61)—C64; (H4)—Didcot.

[4→WLLS | C61→C62 & C64]

Orange—Chilterns Overland Express (COX)

Mike Morris—23693 Glenbrook Lane, Hayward CA 94541 71340.370@compuserve.com

6a: (C21)—B20—B19—A19.

6b: (A19)—**Windsor**.

6c: (Windsor)—A15—Maidenhead.

Lime Green—Will Lloyds of London Survive? (WLLS)

James Goode—211 Maplemere, Clarksville TN 37040 goodej@lynx.apsu.edu

6a: (Hitchin)—G65—H64; (A63)—B62.

6b: (B62)—C62—C61; (L8)—K8—K7.

6c: (K7)—K5—L4; (D14)—Maidenhead.

[1→DULL | C61]

[1+1→DULL & COX | L4]

Blue—[tune to "Hail Britannia"] (ARNE) Conrad von Metzke—4374 Donald Ave., San Diego CA 92117

6a: (N10)—N7.

6b: (E48)—F48; (N9)—Thame; (Stevenage)—E65; (I20)—J20.

6c: (J20)—K21—K22; (F48)—G49—Buckingham.

[1→WLLS | E65]

[2→WLLS | K21 & K22]

Financials.	Line	Start	Cities	Payments	Finish
	COX	83	+3	—, +2	88
	DULL	68	+3	—5, +2	68
	ARNE	52		—3, +	49
	WLLS	39		—3, +7	43

Round 7 Races (enter any or all):

- | | |
|-------------------------------------|--|
| 1. Windsor (15)–Stevenage (54) | 5. Princes Risborough (26)–London (66) |
| 2. Abingdon (21)–Rickmansworth (35) | 6. London (64)–West (Special 2) |
| 3. Berkhamsted (41)–Hitchin (53) | 7. Maidenhead (14)–North (Special 4) |
| 4. Chesham (34)–Buckingham (44) | |

Round 7 build: up to 7 hexes (you pay!)

Target Date: January 29, 1995

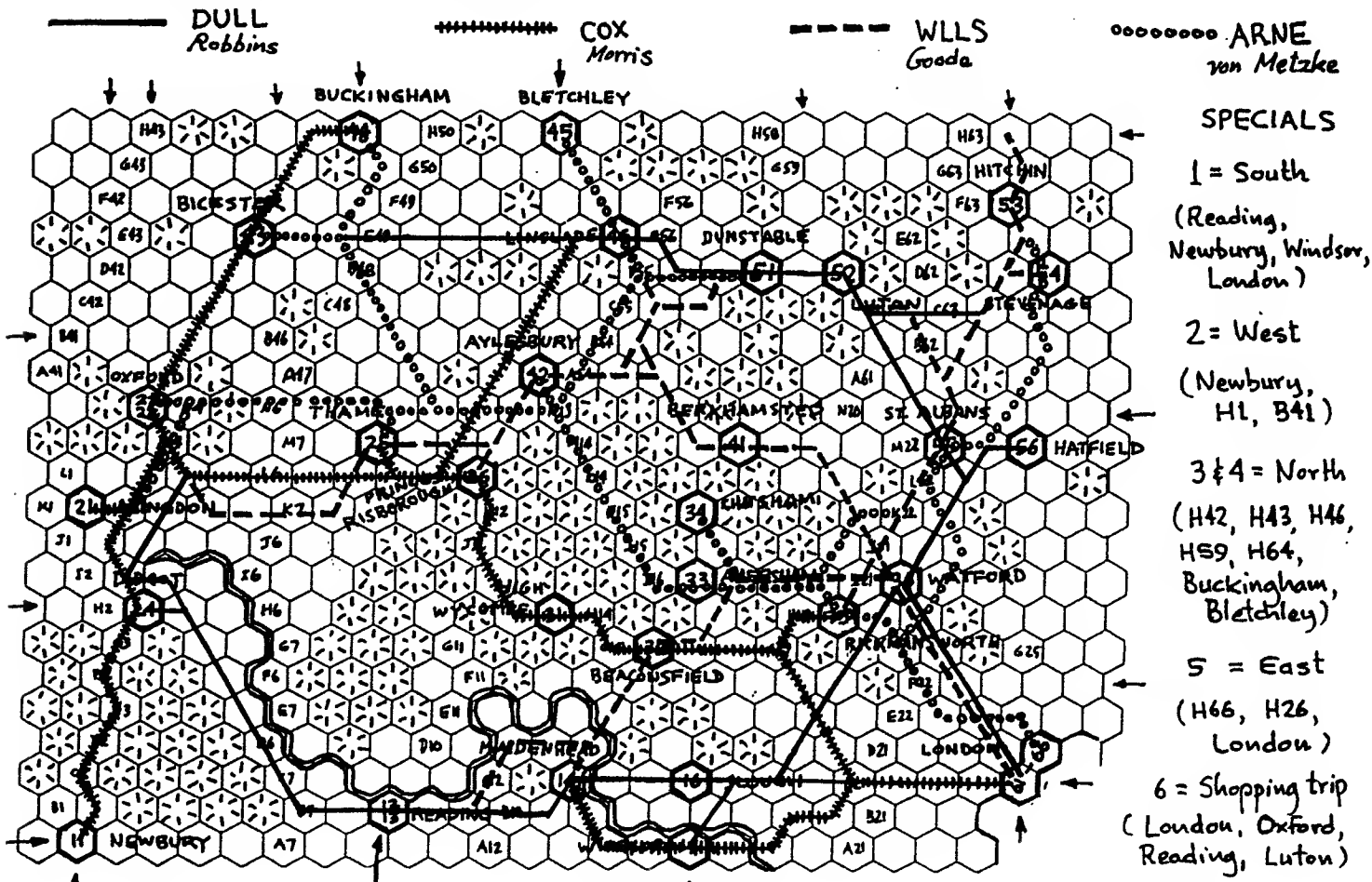
Eric Brosius (GM). Many short connecting links were built in Round 6 in preparation for the races. Once the races start, it does you no good to have built *almost* all the way to your desired connection point!

Comments before Round 7. Here's what the rivals had to say after seeing the results for Round 6:

Tony Robbins. Hmm, not a very good selection of runs for me; with hindsight, of course, I would have built something else last time. I couldn't enter Races 4, 5, or 6. In Race 2 I have the longest route of a possible four rivals entered. Only Races 1, 6 and 7 give me a chance of some points—and I can't go the shortest way in Race 6 as I would be paying COX more than 10. Now for some lucky die rolls please, Eric.

Mike Morris. I got pretty lucky on the first round, which has lots of races I can do well in! ARNE should win Race 4, but no one seems to have a good shot at coming in second, so I am entering that one, even though I have to pay 4. If I take second I will still have a net of 6 points, and the payments are spread out to two different players, so I don't give one player a big boost. I have maybe only a 1% chance at even taking second in Race 7, but since I can run it all on my track, it doesn't cost me any to enter—and who knows, someone may miss it!

For the build, I am careful building during the racing rounds, since it is subtracted from your score, but no races were run from Towns 42, 46, 45, 51 or 52. Spending 7 to get close to those cities, and completing the spur line next turn, seems like a good bet.



Hobby Services:

International Subscription Exchange(ISE): The ISE coordinator acts in concert with ISE's of other nations to allow easier exchange of foreign currency between hobby members. This allows Dip players in one country to subscribe to a zine from another country without the hassles of currency exchange. Ideally there should be one ISE coordinator in each country with a postal hobby: In the US and Canada (although he prefers US dollars if it can be done) the ISE is Jim-Bob Burgess at 664 Smith St., Providence, RI 02908-4327 or via Internet at burgess@world.std.con. In the UK it is Iain Bowen at 5 Wiggen Terrace, York, YO3 7JD, UK.. In Australia it is John Cain at P.O. Box 4317, Melbourne University 3052, Australia.

Boardman Number Custodian(BNC): This person records Diplomacy gamestarts and finishes, and assigns Boardman Numbers to each game. In the US the current BNC is W. Andrew York at PO Box 2307, Universal City, TX 78148-1307.

Miller Number Custodian(MNC): Records variant gamestarts and finishes (a BNC for Diplomacy variants): Lee Kendter, Jr., 1503 Pilgrim Lane, Quakertown, PA 18951.

Zine Register: Zine Register is a detailed guide to all known Diplomacy zines in the North American hobby. Currently handled by Michael Lowrey, 6503-D Fourwinds Dr., Charlotte, NC 28212.

Novice Packets: Tom Mainardi, 45 Zummo Way, Norristown, PA 19401 offers Master of Deceit. Fred C. Davis of 3210K Wheaton Way, Ellicott City, MD 21043 offers Supernova. I believe Fred is asking a \$1.00 for Supernova, and Master of Deceit is available for free upon request. Bruce Linsey of 170 Forts Ferry Road, Latham, NY 12110 offers Once Upon a Deadline (a novice packet for publishers) for \$5.00.

North American Variant Bank(NAVB): NAVB is a catalogue of variants and all are for sale from the NAVB Custodian. The current NAVB Custodian is Lee Kendter Jr., 1503 Pilgrim Lane, Quakertown, PA 18951.

Ponteviedria: A list of known game openings in Dip zines in North America. A must for all people actively looking for Diplomacy and Dip variant game openings! Available for \$0.50 from W. Andrew York, P.O. Box 2307, Universal City, TX 78148-1307.

Diplomacy World Anthologies: Larry Peery offers anthologies of Diplomacy World issues. There are currently 7 volumes available, plus two more due for publication in the Fall of 1995. Larry also has a stock of back issues of DW on hand. You can contact Larry at 6103 Malcolm Drive, San Diego, CA 92115. His Email address is Peeriblah@aol.com.

Game Openings

The following are some zines that currently list game openings available. It is suggested that you request a sample of any zine before you decide to play there - choosing one zine over another is truly a matter of personal taste. Samples issues are often free, but a courtesy payment of \$1 or a few unused stamps is recommended. For a more complete and detailed list of current game openings, order a copy of Ponteviedria (information in the column to the left).

Batyville Gazette - Ralph Baty, 4551 Pauling, San Diego, CA 92122. Openings include Diplomacy, Anarchy, and Invasion.

Boast - Herb Barents, 17187 Wildemere, Detroit, MI 48221. Openings include Diplomacy.

Boris the Spider - Paul Bolduc, 203 Devon, Ft. Walton Beach, FL 32547. Openings include Diplomacy, Colonial Diplomacy.

Crossing the Rubicon - Jamie McQuinn, 236 Rubicon, Dayton, OH 45409. Openings include Gunboat, Gunboat Colonial Dip, Scrabble.

Diplodocus - Stephen Koehler, 2906 Saintfield, Charlotte, NC 28270. Openings include Diplomacy, Gunboat, Machiavelli.

Grand Hyatt - Doug Kent, 10214 Black Hickory Rd., Dallas, TX 75243. Openings include Colonia VII.

Graustark - John Boardman, 234 East 19th, Brooklyn, NY 11226. Openings include Diplomacy.

League of Nations - Mark Kinney, 3613 Coronado, Louisville, KY 40241. Openings include Sarpadia I, Global Diplomacy.

Making Love in a Canoe - Brent McKee, 901 Avenue T North, Saskatoon, Saskatchewan S7L 3B9, Canada. Openings include Diplomacy, Gunboat, Kremlin.

Maniac's Paradise - Doug Kent, 10214 Black Hickory Rd., Dallas, TX 75243. Openings include Diplomacy, Kremlin, Civilization.

S.O.B. - Chris Hassler, 631 Candia Circle, La Habra, CA 90631. Openings include Die Macher, MAchiavelli.

Tactful Assassin - Eric Young, 4784 Stepney, RR #2, C2, Armstrong, BC V0E 1B0, Canada. Openings include Diplomacy, Gunboat.

Yellow Pajamas - Paul Milewski, 4154 Allendale #2, Cincinnati, OH 45209. Openings include Diplomacy, Gunboat.